NOV.
NO. 1

THE OFFICIAL HAWKMAN™

$2.00
CANADA
$2.95

INDEX

The DC Comics Index to Hawkman

Murray R. Ward
Editor

Mike Tiefenbacher
Writer

Laura Ward
Editorial assistant

Tony Frutti
Typography and production

Reviewers
Ron Bialkowski
Doug Highsmith
Andrew MacLaney
Lou Mougin
John Wells

Consultant
George Olshevsky

Cover Artist
Richard Howell

THE OFFICIAL HAWKMAN INDEX no. 1, November 1986, Published by Independent Comics Group, P.O. Box 199, Guerneville, CA 95446. Murray R. Ward, Editor. Catherine Yronwode, Editor-in-Chief. The Justice League of America and the distinctive likenesses thereof are trademarks of DC Comics Inc. All art and cover reproductions ©1986 DC Comics Inc. Text ©1986 Murray Ward. All rights reserved. Film by SM Graphics. Printed in Canada.

HAWKMAN™

Hawkman

The story goes that one day in 1939 a pensive Gardner Fox was sitting at his desk, trying to come up with the characters who would star in the first issue of *Flash Comics*, when he observed a bird swoop down outside his window. As a similar occurrence had for Bruce Wayne, this omen led to the creation of a costumed hero, who would come to be known as the Hawkman, the second feature in *Flash Comics*, and one of the top four heroes created for M. C. Gaines's nascent All-American Comics line, edited by Sheldon Mayer.

Whether this account is more fancy than fact is open to debate. Surely, it is rather too much of a coincidence that a comic book called *Flash Comics* would share its first name with a comic strip (*Flash Gordon*) which featured an alien race called the Hawkmen. In any case, beginning under the pen of Dennis Neville, then Sheldon Moldoff, Hawkman would become such a strong feature that the character would be cover-featured in almost half the run of *Flash Comics*, as well as being the only character to be featured in every issue of *All-Star Comics* and in every Justice Society adventure of the 1940s.

This original Hawkman series concerned a blond millionaire playboy named Carter Hall, who, having acquired an Egyptian knife, suddenly realized that he was the reincarnation of Prince Khufu, an ancient Egyptian crusader for good who had been murdered, pledging before he died that he and his murderer would meet again in another lifetime and that he would avenge himself. Khufu had had a girlfriend named Shiera, and, sure enough, Shiera Sanders came into Carter's life soon after. When a would-be world-conqueror named Anton Hastor appeared, Hall knew the rest of the prophecy was fulfilled, and that this was his ancestor's murderer. He donned the head and wings of a hawk in tribute to the Egyptian god Ra, and strapped on a belt made of a discovery of his—a gravity-defying material called "ninth metal" (later "nth metal"), a name possibly inspired by the "eighth rays" of Edgar Rice Burroughs's John Carter of Mars stories. As Hawkman, he tracked down his murderer and rescued Shiera from him. Thereafter, utilizing ancient weaponry (his motto being "With a weapon of the past I shall defeat an evil of the present"), Hawkman battled crime and evil, including such foes as the Hummingbird, the Raven, and the Ghost. Two years after his January 1940 debut, Carter Hall was joined in battle by a costumed Shiera Sanders, who adopted the name Hawkgirl (originally Hawkwoman). She was, of course, the reincarnation of the Egyptian Shiera.

Despite the popularity of Hawkman, Hawkgirl, and indeed the entire membership of the Justice Society of America, and the other characters originated in the All-American half of the DC Comics line, an end came to their solo adventures in late 1948 with the cancellation of *Flash Comics* at issue #104, coinciding with the demise of all other super-hero strips in *All-American Comics*, *Comic Cavalcade*, *All-Flash* and *Green Lantern*. The exceptions were *Wonder Woman* and *All-Star Comics*, the latter of which featured Hawkman as a member of the Justice Society. That series finally ended with issue #57 in late 1950, and Hawkman was not to be seen for the next decade.

Following the revision and reintroduction of the Flash in *Showcase* #4, 8, 13, and 14, the similar revival of Green Lantern in *Showcase* #22–24, and the reorganization of the JSA as the Justice League of America in *The Brave and the Bold* #28–30, it seemed logical that the longtime JSA chairman and cover feature Hawkman would be next in line for revival, and so he was. In fact, the February–March 1961 issue of *The Brave and the Bold* reintroduced a Hawkman who looked very much as he had in his original incarnation, very probably a result of the artist, Joe Kubert, having been one of the strip's principal artists in the '40s. Once more Hawkman and Hawkgirl wore costumes of red, yellow, and green, with cowls resembling the heads of hawks, had twenty-foot wingspans, and were named Carter Hall and Shiera. Their weaponry was again medieval, and all cover evidence pointed to them being the same characters.

This, of course, was incorrect. First, the second Carter and Shiera were not reincarnated Egyptians—in fact, they were not even from Earth. Like J'onn J'onzz before them, their Earth identities were homophonic approximations of their alien names, as on their home planet of Thanagar they were born Katar Hol and Shayera Thal. Second, Katar's hair was curly and black, not blond like the original Hawkman's, and Shayera's was red, not brown like that of the first Hawkgirl. And third, the two were already long married when they first arrived on Earth, a departure from super-hero tradition then unique in comics.

The planet Thanagar is a world in the Polaris star-system, approximately three trillion miles from Earth. It is probably larger than Earth, as Thanagarians gain strength in our lesser gravity. The inhabitants are humanoid, and close to Homo sapiens in general appearance. Their planet, at the

The Official Hawkman Index

time of Hawkman and Hawkgirl's origins, was a highly advanced science-based society, with no obvious problems of poverty, or civil or political unrest, and with all evidence pointing to a single government. The only crime existent on Thanagar is theft, prompted by exposure to an alien race called the Manhawks, who instigated the practice of stealing for the thrill of it among the planet's lesser lights. The invasion of the itinerant bird-beings, in fact, had the direct result of the creation of the planet's first policeman—Katar Hol himself.

Katar Hol was the son of prominent ornithologist Paran Katar, who was training his son in the science. Paran Katar was also an inventor, and had created sets of artificial wings for them both, in order that they might observe bird-life in its most natural and inaccessible state. When the Manhawks attacked, Thanagar was helpless; it had never before had the need for a police force. Katar decided that he was best equipped to infiltrate the Manhawks' flock, and he did so, managing to make off with some of the bird-beings' humanoid masks for his father's study. Paran Katar fitted his son with a hawk's head containing circuitry designed to nullify the effects of the Manhawks' eyebeams, and, armed with another of his father's inventions, Katar did overcome them, and sent them fleeing into space. Had not some Thanagarians taken up the idea of thrill-stealing, this would have been his last flight, but the government decided to establish a standing police force of their own. As a mark of honor to Paran Katar, the hawk cowl and wings were adopted as the official uniform, and Katar Hol became the force's first (and most decorated) officer. By the time of his arrival on Earth, Katar had ten years' experience in the organization which would be dubbed the Wingmen by later writers. (This would make Hawkman now no older than his mid-thirties. Recent claims that he is far older might be explained by the historical changes resultant from the Crisis on Infinite Earths. This may likewise explain how Hawkgirl could once have been operated on by Earth doctors without their discovering her alien origins, while more recently Hawkman survived a near-fatal wound precisely because of his different Thanagarian physiology.)

Sometime after the establishment of the police corps, Katar Hol was assigned duty with rookie officer Shayera Thal in tracking down the Rainbow Raiders. The stalwart, though initially uncertain Shayera accidentally saved Katar's life during the case, and the couple subsequently fell in love and married (a state marked by Thanagarian custom with the earrings worn by Hawkgirl in her costumed identity). Hawkman's greater experience as a crimefighter has shown itself in many ways in the stories, sometimes in the battles in which the capable Hawkgirl took a slight back seat to her husband, often in planning and decision-making which he tended to dominate, and certainly in his admission to the Justice League twelve years before his wife. Nonetheless, some uncharacteristic outbursts during the stories written by later writers have sought to imply that Hawkgirl has been victim of male chauvinism during her career, partially because of the Justice League snub and partly because of her title. Though the excuse of a JLA bylaw (actually an article of the constitution of the Legion of Super-Heroes) preventing the duplication of powers seemingly placed the blame on the original charter membership, Hawkman was also indicted for his silence. In an uncharacteristic outburst in 1981's *World's Finest Comics* #272, Hawkgirl finally demanded that she be called Hawkwoman from then on, and so she has been. Despite these occurrences, "the Hawks," as they are affectionately known, are equal partners, fully confident of each other's courage and fighting prowess, quite unlike their Earth-2 counterparts.

Ten years after Katar Hol fought the Manhawks on Thanagar, an inventor created a pill which allowed the taker to become a metamorph with a ability to alter the molecules of his body to any form of animal life he could envision, no matter how large or small. This breakthrough resulted in his death when it was stolen by Byth Rok and used as a means to plunder Thanagar. His ease in doing so bored him quickly, and stealing a spaceship, Byth fled the planet to find new vistas of thrills. As Thanagar's most prominent policemen, Katar Hol and Shayera were dispatched to follow him in one of the newly built star-cruisers equipped to travel through hyperspace, allowing the ship to exceed the limitations of the speed of light. Tracking the criminal to Earth, they placed their ship in orbit, activating invisibility and anti-detection devices which shielded its presence from Earth, then donned metal headbands connected to a device called the Absorbascon. This electronic brain absorbed impulses from the minds of all thinking creatures on the world at which it was directed, allowing its users to absorb all knowledge from every resident of the world over a span of many hours. Thus equipped with full knowledge of all languages, customs, and mores of the people of Earth, Katar and Shayera felt ready to follow Byth's trail and to sneak him out, while remaining undercover.

The information gleaned through the use of the Absorbascon resides in their brains but is not immediately recallable, sometimes requiring periods of rumination before full recollection is accomplished. Although languages seem to be of no particular difficulty, certain obscure facts which are not common knowledge to a large number of the population, such as lost legends, folklore, or locations of stolen or lost objects, take much longer to bring to the fore amidst the quantity of knowledge the minds of the users possess. This absorption of knowledge extends even to sub-atomic worlds (see *Hawkman* #9). The fact that Hawkgirl is unable to read Kryptonese (see *DC Comics Presents* #37) implies two things. First, both Superman and Supergirl must have been away from Earth at the time Hawkman and Hawkgirl first arrived and used the Absorbascon, as it is made clear during *The Shadow War of Hawkman* that Kryptonians are not impervious to the Absorbascon's probing. This dovetails neatly with the facts shown in the February 1961 issue of *Action Comics* (#273): Superman spends time in the dimension of Mr. Mxyzptlk, and Supergirl is in the solar system containing the parallel world Terra. Knowledge of the language is presumably inadequate in the minds of Jimmy Olsen, Lois Lane, and Batman (all of whom learned a smattering of Kryptonian from their association with the Man of Steel), and the bottle city of Kandor is shielded from the machine by the walls of Superman's Fortress of Solitude. Second, with the initial absorption complete, any subsequent use of the machine by Hawkman or Hawkgirl was simply to brush up on recent, more particular facts.

The Official Hawkman Index

Since the language absorption was complete, Hawkman and Hawkgirl also gained the ability to communicate with Earth's birdlife, frequently using their ubiquitousness and maneuverability to spot or spy on criminals.

Byth was traced to the United States and the midwestern metropolis of Midway City, located on the banks of a large river which also serves as its state border (roughly paralleling St. Louis). As any law officers entering an area out of their jurisdiction would do, they contacted the local authorities to fill them in on their identities, their quarry, and to arrange for extradition. In this case, the contact was very fortuitous as they met with Midway City Police Commissioner George Emmett, an elderly but open-minded man with enough faith in their fantastic story to accept them at face value. His trust was so total, in fact, that he aided them in establishing their Earth cover identities. Emmett's brother Ed was retiring as curator of the Midway City Museum, and the commissioner arranged to have Carter replace him, and for the couple to take over the lease on his apartment. Although not specifically schooled in archaeology on Thanagar, the couple were provided by the Absorbascon with enough knowledge to run the museum expertly. Following the trackdown, battle with, and capture of Byth, with the criminal sent back to Thanagar for incarceration, the police officers applied for and were granted an indefinite stay on Earth for the study and practical application of Earth's police methods by their police chief, Andar Pul. The action was welcomed and endorsed by Commissioner Emmett, who would remain their staunch and devoted police contact and friend through most of the series.

Their Weapons

Hawkman and Hawkgirl decided early on that it would be dangerous to use Thanagarian weaponry (most notably their police-issue stun guns which fire paraly-beams) on Earth, as there was too great a chance that they could be lost or captured and then used or duplicated by Earth criminals. They therefore developed the habit of taking ancient weapons housed in their own museum to battle crooks. These arms usually included maces, quarterstaffs, slings, crossbows, mail-fists, bullroarers, hand-cannons or other small weapons, and this frequently resulted in the destruction or damaging of the valuable relics. This seeming disregard for the sanctity of their own exhibits was dispelled when it was revealed that their ship housed a Duplicator, a device which reproduces objects in exact authentic detail in their original condition. (It is unclear whether "original" means as it was manufactured or as it was before recent usage.) The parameters of the machine were never stated, but in one case it was used to make a lifeless duplicate of Hawkman himself (see *Hawkman* #19).

Perhaps the most often-used Thanagarian device is the anti-gravity belt, part of the original Hawkman uniform designed by Paran Katar. It is extremely powerful, enabling its wearer to move extremely large weights, including cars and airplanes. It also enables the over-200-pound Hawkman to gain the lift necessary to propel him through the air at high speeds and to throw punches while hovering. The belt provides altitude only; it has nothing to do with the maneuverability of the wearer, which is provided solely by the flapping of the wings, governed through the contact of the wearer's back. (Since the wings were worn by Katar before he received his hawk cowl, the controls were not in the helmet, at least originally.) The belt allows the wearer to remain airborne should the wings be damaged or removed, and it also helps aid the wearer in simply lifting the wings off the ground. (The limits on how high the belt may take the wearer are not known, but it is assumed that the farther away from Earth's gravity, the less force there is to work against. Thus although the bodies of Hawkman and Hawkgirl have been treated to allow them to survive exposure in space, it is unlikely that their belts would carry them much further than the limits of a planet's atmosphere.)

The hawk symbols worn by Hawkman and Hawkgirl (the latter since *Mystery in Space* #87) have several uses besides decoration. Hawkman, who has worn his longer, thus implying that it is a badge denoting length or quality of service, first showed it to contain a radio receiver/transmitter (see *The Brave and the Bold* #42), and later it became his Justice League signal device. When Hawkgirl received hers, it was revealed that their badges contained expandable uniforms, paralleling the ring-contained uniform of the Flash. (Perhaps that explains why this fact has rarely been referred to after its introduction in *Mystery in Space* #87.) Despite this, the uniforms were frequently shown hanging in the secret room used by the winged warriors in the Midway City Museum, and in fact were found by museum artist Mavis Trent, who twice masqueraded as Hawkgirl. (A secret rooftop exit from their office covers the Halls' comings and goings.)

Other Thanagarian devices used throughout the series' first run fall into the realm of detection tools: the Thermotector, which can trace body heat; the Lustrometer, which follows the trail left by the specific lustre of gems; the Radiotron, and variations thereof, which tracks radiation trails; and Veracikone, a lie-detecting implement which prevents its subject from telling anything but the truth. Two hyperstellar phones exist on Earth, one in the Halls' home, and one is in the possession of Commissioner Emmett. Both allow direct communication with Thanagar through hyperspace when out of the spaceship.

The ship itself is relatively small, perhaps just a bit larger than a space shuttle. It must be piloted by a person, and it contains repelling and attracting beams as well as regular offensive weapons. The ship houses the Absorbascon, Duplicator, and various other devices, as well as all weapons considered too dangerous for Earth use. Its orbit is in the furthermost regions of the atmosphere, apparently higher than satellites programmed by Earth countries, as the ship's presence is indetectible from the ground.

The Supporting Cast

The supporting cast of *Hawkman* is very small, with only Commissioner Emmett a steady presence throughout the series. Little is known of him, however, and his participation in most cases was as an information source. His most substantial involvement in a case occurred in *Hawkman* #10's second story. Emmett had been a policeman and had worked himself up to the commissioner's post. He

is also presumably a widower, with an adult daughter (her clothes fit Shayera) and an elder brother, Ed, who is replaced as curator of the Midway City Museum by Carter Hall upon his retirement.

Museum naturalist and diorama artist Mavis Trent was featured in the second greatest number of stories. She provided some discord in Carter and Shiera's relationship when she developed a crush on him, much to his wife's initial displeasure, then amused acceptance as she realized it was a harmless infatuation. She disappeared in 1964, to turn up over ten years later, and she eventually died in *The Shadow War of Hawkman*.

Joe Tracy, the museum's publicist, was set in the mold of the "typical" P.R. man, intent only on getting the museum into the paper, no matter how dangerous the stunt involved. His relative paucity of appearances may have had more to do with the light frequency of the magazine than his lack of story potential; Gardner Fox had enough to do without devoting space to reintroducing characters in his heavily plotted series.

Andar Pul, the chief of the Thanagarian police force, was seen several times throughout the series, as the man responsible for the couple's many trips across hyperspace between planets, and the man they reported to. Their contact with him ended when Hyathis took over the rule of the planet. His last appearance was in *Showcase* #103.

After a single appearance by a special bird named Sport, Hawkman and Hawkgirl met and retained contact with a large red hawk which lived in Hawk Valley near Midway City. Big Red debuted in *The Brave and the Bold* #44.

Comrades-In-Arms

Hawkman developed two close relationships with other costumed adventurers during the run of his series, and both heroes had much in common with him. The first was with the Atom, as the two crimefighters met and teamed up first in *The Atom* #7. The Atom returned the favor in *Hawkman* #9, and he and the Halls exchanged knowledge of identities. They subsequently teamed in *The Atom* #31 and 37, and three times more after their books were merged into *The Atom and Hawkman* (#39, 42, and 45).

Hawkman met Adam Strange first in *Mystery in Space* #87 without knowing of his other life on Rann, then teamed up with him in *Mystery in Space* #90. They met again on the eve of Adam's wedding, in *Hawkman* #18 and 19, teamed up to prevent the war between their planets in *Showcase* #101–103, and met again in *World's Finest Comics* #262 and 264.

Besides Hawkman's scientific training, his Absorbascon-ingested knowledge made his friendship with research scientist Ray (Atom) Palmer natural, as both men were normal, non-superpowered professionals when out of costume, and had much to talk about beyond their crimefighting methods which were based on logic and detection. Likewise, Hawkman's friendship with Adam Strange makes sense, as both men battled evil on alien planets, were fearless airborne adventurers, and had museum connections. The fact that all three characters were scripted by Gardner Fox undoubtedly also had something to do with it.

Soon after receiving his own comic, Hawkman was admitted to the Justice League of America in issue #31 of their title (November 1964). His ties with the team were fairly standard until the League's cavern headquarters near Happy Harbor was compromised by the Joker, and Hawkman took the responsibility of designing and colloborating on the construction of the JLA's satellite headquarters, contributing the technology used in the creation of the elaborate teleportation system, as well as programming the computers. Hawkgirl was asked to join the team in issue #146 (1977), and appeared in most adventures in which Hawkman was featured for a time, although she did appear solo in one adventure. At some time or another, both appeared in the solo adventures of their fellow League members, teaming up with Superman and Batman several times each in *The Brave and the Bold* and *DC Comics Presents*. (Curiously, Hawkgirl did not attend the wedding of Aquaman and Mera, nor the near-wedding of Green Lantern, although she did make the weddings of Ray and Jean Palmer, and Adam and Alanna Strange.)

The Villains

1. **BYTH** (Byth Rok) First appearance: *The Brave and the Bold* #34 (origin) — A Thanagarian master thief who stole a metamorphosis pill which allowed him to change into any animal, no matter what size. The ability to do so led him to Earth, with Hawkman and Hawkgirl in pursuit. He escaped from jail with his fellow changeling cellmate Jarl in *The Brave and the Bold* #42, was among the criminals released by Hyathis in *Showcase* #103, and was behind the insect invasion of Midway City in *World's Finest Comics* #266–273.

2. **MATTER MASTER** (Mark Mandrill) First appearance: *The Brave and the Bold* #35 (origin) — Chemist Mark Mandrill discovered the secret of Mentachem while attempting to find a way to turn base metals into gold. The chemical gave him control of any material in its natural state, directing the power through his Mentachem Rod. After unsuccessfully battling the Justice League, he returned to attempt to shrink Hawkman and Hawkgirl out of existence in *Hawkman* #9, then returned in *World's Finest Comics* #274 to try to plunder the Midway City Museum.

3. **KONRAD KASLAK** First appearance: *The Brave and the Bold* #36 (origin) — Magic expert Kaslak attempted to use relics from the museum to gain sorcerous powers. He returned in *Detective Comics* #452 to again battle Hawkman.

4. **SHADOW-THIEF** (Carl Sands) First appearance: *The Brave and the Bold* #36 (origin) — Convicted burglar Carl Sands had been fascinated with shadows in prison, and upon release experimented with a color projector magic trick and accidentally discovered a dimension which contained the world called Xarapion. He saved the life of resident Thar Dan, who gratefully gave Sands the secret of the Dimensiometer, a device enabling Sands to appear on Earth as a living shadow, while existing on Xarapion, and able to steal on Earth by making parts of himself sub-

stantial. The Dimensiometer's operation had the eventual side effect of beginning a new ice-age on Earth, but Hawkman always managed to stop Sands before this could happen. After his first defeat, the Shadow-Thief wished to destroy Earth to live in Xarapion, but instead was incarcerated there in *Hawkman* #5. Following participation in the Injustice Gang's battles with the Justice League, he returned to battle Hawkman and Hawkgirl in *Showcase* #103, *World's Finest Comics* #270, and most recently in *Hawkman* (second series) #1–3.

5. **THE MANHAWKS** (including Falthis Farr) First appearance: *The Brave and the Bold* #43 (origin) — A space-roving band of bird-beings, the Manhawks were responsible for the creation of Thanagar's police force, and hence, their own greatest enemies, Hawkman and Hawkgirl. The thrill-robbing race came to Thanagar (which had never before had a crime problem) and drove Katar Kol into showing his people how to fight back against the humanoid-masked birds. Another band of the creatures arrived on Earth in *The Brave and the Bold* #43, while the original group escaped from prison and attacked Rann in *Hawkman* #18, freed by their symbiotic enemies the Lizarkons. All known Manhawks were placed in suspended animation at that time, but they have nevertheless reappeared in *Showcase* #103 and *World's Finest Comics* #269.

6. **I. Q.** (Ira Quimby) First appearance: *Mystery in Space* #87 (origin) — Gang leader Ira Quimby was strictly small-time until he was accidentally exposed to a rock fragment brought back from Rann by Adam Strange. It contained radiation that affected his brain, thus making him a genius who created such devices as lift-rays and flying shoes. A revival of his powers allowed him to escape to battle Hawkman again in issue #7, and he has subsequently fought Superman, the Metal Men, and Batman.

7. **CHAC** First appearance: *Hawkman* #1 (origin) — A Mayan chieftain who gained immortality and fantastic weapons from an alien who crash-landed in the jungle centuries ago. After his initial defeat, he returned to battle Hawkman in *Justice League of America*.

8. **THE WINGORS** (First appearance: *Hawkman* #6 (origin) — The winged humanoid race of planet Illoral in another dimension was affected by the Dwyanna Ral-created Mutagens machine, which promised to make the natural process of mutation return, but instead made intelligent races devolve, while beasts became humanoid. These winged gorillas invaded Earth in *Hawkman* #6 and 16.

9. **C. A. W.** (Criminal Alliance of the World) First appearance: *Hawkman* #7 — A worldwide crime organization, C.A.W. debuted in issue #7, their leaders were shown in issue #10, and more operatives appeared in issue #14.

10. **FAL TAL AND THE KALVARS** (First appearance: *Hawkman* #8 (origin) — Two Kalvar spaceships collided over Earth in ancient times carrying the race of beings that became known as the Harpies in Greek mythology. The ship that landed in the sea surfaced again in the 20th century, and the Harpies attempted to steal Hawkman's ship in issue #8. Incarcerated on Thanagar, they were released by Hyathis to return in *World's Finest Comics* #256.

11. **THE RAVEN** (Joey Makk) First appearance: *Hawkman* #17 (origin) — The Earth-1 counterpart of an Earth-2 character, Joey Makk was a criminal who trained birds to steal and spy for him, leading a gang as the costumed Raven in issue #17.

12. **LION-MANE** (Ed Dawson) First appearance: *Hawkman* #20 — Midway City Museum archaeologist Ed Dawson touched an alien meteor-missile-being that was worshipped as a god in Iran, and the Mithra stone turned him into what Hawkman surmised was the image of the missile's senders, a savage lion-man. Dawson became Lion-Mane in issues #20 and 21, and resumed his villainous identity in issue #5 of the second series.

13. **THE GENTLEMAN GHOST** ("Gentleman" Jim Craddock) First modern appearance: *The Atom and Hawkman* #43 (origin) — A 19th century highwayman in England, Craddock was hanged and vowed to return, doing so in *The Atom and Hawkman* #43 and 44, and robbing at will. Though his men were caught, he escaped with the loot, and has never been captured. Although Hawkgirl was always open-minded about it, Hawkman has until recently refused to believe that Craddock is a real ghost. Hawkman encountered the Ghost again in an untold story (shown in passing in *Justice League of America* #128), after which the Ghost battled Batman several times. In *Hawkman Special* #1, he saved Katar's life, not wishing Earth to fall to the Thanagarians, and in the process revealed that he was the same Ghost who fought the Earth-2 Hawkman in *Flash Comics*.

14. **KANJAR RO** First appearance: *Justice League of America* #3 — An alien dictator from the planet Dhor who fought the Justice League and Adam Strange, Kanjar Ro invaded Thanagar after taking over the armies of Rann in *Showcase* #101–103 in a match with his old enemy Hyathis. Hawkman prevented him from assassinating her.

15. **HYATHIS** First appearance: *Justice League of America* #3 — The tyrant ruler of Alstair, Hyathis was a rival of Kanjar Ro, and figured in his battles with the Justice League and Adam Strange. In *Showcase* #103 it was revealed that she had cured most of the planet Thanagar of the equalizing plague, and had been named Queen. Hawkman, with the aid of Superman and Batman, was responsible for overthrowing her in *World's Finest Comics* #278. She has since returned in the current *Hawkman* series.

16. **THE FADEAWAY MAN** (Anton Lamont) First appearance: *Detective Comics* #479 Origin: *The Brave and the Bold* #186 — Anton Lamont first appeared as Carter Hall's replacement as curator of the Midway City Museum in *Detective Comics* #479, exhibiting a cloak which could teleport people or objects, including himself, when they were covered by it. He reappeared in *The Brave and the Bold* #186, where it was revealed that the art historian had discovered the Conjure Cloak of the eighteenth-century mystic, Cagliostro.

17. **THANAGARIANS** First appearance: *The Shadow War of Hawkman* #1 — In the aftermath of the equalizing plague, the takeover of the planet by Hyathis and its subsequent liberation by Hawkman, much of the science and technology of Thanagar was lost. The new government followed the lead begun by Hyathis's regime, and sought to conquer the universe. Their major project is the invasion of Earth, and their job would be easier if they could capture the former knowledge of their world possessed by Katar Hol and Shayera. Nonetheless, they possess two previously unseen pieces of deadly technology: the Distortion Field, which allows them to hide in the shadows in two-dimensional form and then appear as if from nowhere, and palm blasters, which fire disintegrating force beams of tremendous strength.

The Chronology

Hawkman's history as a lead feature was not as successful as the other revivals of Golden Age characters, such as the Flash, Green Lantern, and the Atom. His initial three-issue tryout appearance in *The Brave and the Bold* #34–36 was not overwhelming in sales, but did well enough for DC's publishers to order another three-issue tryout in *The Brave and the Bold* #42–44 a year later. Again, sales did not seem to warrant a *Hawkman* title, but both editor Julius Schwartz and writer Gardner Fox had faith in the strip, and the decision was made to co-star the character in *Mystery in Space*, much as his counterpart had co-starred in *Flash Comics* in the 1940s. The four-issue run, #87–90, with Murphy Anderson replacing Joe Kubert as artist, could not have even appeared before the go-ahead was given on a *Hawkman* series in its own title, which appeared in April–May, 1963, more than two years after the strip's reintroduction.

Hawkman flourished along with the other super-hero titles through the glory years of 1964–66, but by late 1967 the book was deemed dispensible enough for editor Julie Schwartz and staff Gardner Fox and Murphy Anderson to be switched over to the revival of another old Golden Age character, the Spectre. This signalled an end to the book's first era. Editor George Kashdan, writer Bob Haney, and artists Dick Dillin and Chuck Cuidera, the creative staff of *Blackhawk*, took over *Hawkman* with issue #22, and that and the following five issues comprise a run which in retrospect must be said to portray a parallel-world Hawkman, who has little in common with his Earth-1 counterpart save the name and relative appearance. Issues #22 to 27 (the final two edited by Murray Boltinoff and written by Raymond Marais) violate too many accepted facts in the Hawkman chronology to work with the rest of the series. (Ironically, the most famous of the stories, in which the Halls' alien identities become public knowledge, has recently been duplicated in *Hawkman* (second series) #1.)

Hawkman was cancelled with issue #27, and merged with *The Atom* to begin the new series, *The Atom and Hawkman*. There were three book-length team-up stories in the seven-issue run, as well as four solo stories, which comprised two two-parters. Original artist Joe Kubert returned for two issues, inked by his replacement Murphy Anderson, who contributed pencils on three others, with Dick Dillin and Sid Greene doing two of the Atom and Hawkman team-ups. From that point on, Hawkman's career had to be followed as a solo strip in anthology titles, or as a member of the Justice League.

Things proceeded normally enough, with two solo stories appearing in *Detective Comics* #428 and 434. Hawkman and Hawkgirl were called back to Thanagar in *Justice League of America* #109, with Katar returning to Earth to enlist the team's aid in issue #116, as his planet was attacked by the Equalizer, who turned the entire population into a race of physical and mental equals. Although the League defeated the villain, Thanagar was never to be the same again. Shayera was cured by her husband, but nobody else was, as the Halls returned to Earth and their museum jobs, and Hawkman rejoined the JLA. Further solo adventures appeared in *Detective Comics* #446, 452, 454, 455, and 467, with the only important development being the couple moving out of their apartment and into a house.

Then, in 1978, Hawkman was given another three-issue try-out series for his own book.

Showcase #101–103 were actually one story, a co-starring vehicle with Adam Strange. Thanagar had come under the thrall of the evil tyrant Hyathis (from *Justice League of America* #3), who had gained the fealty of the people by curing most of them of their equalized state, and had been named Queen. Her plan was to turn the now-suggestible Thanagarians into a warlike race, sending the former police cruisers into space as an armada to conquer other worlds, notably Rann, where her enemy Kanjar Ro had taken control. Although Hawkman, Hawkgirl, Adam Strange, and Alanna prevented Rann's invasion, Thanagar could not be saved, and only because Katar prevented Kanjar Ro from assassinating Hyathis were they able to escape with their lives, exiles from their own planet.

Following solo adventures in *Detective Comics* #479 and 480 which adhered to the old style, a new series began in *World's Finest Comics* #256, running through issue #282, except for #260, 263, and 271, plus a single story in *Detective Comics* #500. A continued story running in *World's Finest Comics* necessitated the Winged Wonders' return to their home to acquire a serum to save Hawkman's life, and the course of events led to a serious schism between Katar and Shayera over how to handle Hyathis and their former police force (now a war armada). Her restraint, perhaps due to having been equalized, led her to demand to be called Hawkwoman in *World's Finest Comics* #272, then to leave Katar entirely in issue #274 to attempt to rescue the Thanagarian fleet, which he had stranded in hyper-space. The separation lasted nearly eight months, until they reconciled in issue #282, the final issue of their stay in that title.

Their assumption that the overthrow of Hyathis in issue #278 would return their home to normal turned out to be incorrect, as shown in *The Shadow War of Hawkman*, a four-issue mini-series. The tone and execution of the strip changed completely, as the Hawks discovered that their planet had deserted the old ways entirely, embracing the warlike society introduced by Hyathis. Their education in the new Thanagar began with the death of Mavis Trent, as a small elite squad, armed with palm-blasters and able to melt into the shadows, sought to infiltrate and black-

mail important Earth citizens. Since the technology and scientific knowledge of their planet had been lost during the post-equalizing events, the other prime mission was to capture Hawkman and Hawkwoman's weaponry, equipment, and spaceship. When Hawkman destroyed all of it, they had no choice but to try to capture him and Shayera, as their Absorbascon worked on all minds on Earth save theirs.

The death of Mavis affected publicist Joe Tracy as well, as his unrequited love for her caused him to blame the Halls for her death. His revenge was to sell a story to the *Midway Post*, which exposed their alien origins and careers.

Hawkman's destruction of the spaceship (which wasn't their original, and probably couldn't have yielded much of value to the invaders anyway) resulted in the deaths of eight Thanagarians, the first intelligent life he had intentionally taken. Now, with their former connections nearly completely severed, their ship and equipment destroyed, unwilling to let the authorities, the Justice League, or anyone else know of the threat, since the Absorbascon would allow their enemies to use their friends as spies, Hawkman and Hawkwoman began new careers. Their only Earth contact was Deputy Commissioner Stewart Frazier, they moved into George Emmett's old house, and began operating in an isolated capacity again after all these years, without friends or secret identities. Their adventures currently continue in their own revived monthly title.

Many hands have worked on the strip in its third and fourth phases, notably writers E. Nelson Bridwell, Bob Rozakis, Jack C. Harris, Len Wein, Steve Englehart, Gerry Conway, J. Marc de Matteis, and Paul Levitz, pencilers Dick Dillin, Rich Buckler, Jose Luis Garcia Lopez, Marshall Rogers, Al Milgrom, Murphy Anderson, Don Newton, Ed Barreto, Ken Landgraf, Joe Kubert, Alex Saviuk, and Carmine Infantino, and inkers Joe Giella, Dick Giordano, Klaus Janson, Terry Austin, Murphy Anderson, John Celardo, Romeo Tanghal, Vince Colletta, Dave Simons, Armando Gil, Rodin Rodriguez, and Frank Chiaramonte. The phase beginning with *the Shadow War of Hawkman* has been less turbulent, with writer Tony Isabella and penciler Richard Howell handling all issues to date, with the help of various inkers.

Hawkman remained a bimonthly title throughout its 1960s incarnation, never gaining the popularity necessary for promotion to the eight-times-a-year status that was the norm of DC titles at the time (excepting *Action*, *Adventure*, and *Detective Comics*). Having regained his own book in the 1980s after the well-received *Shadow War of Hawkman* mini-series and *Hawkman Special*, the Winged Wonder has currently attained monthly publication.

Appearances of Hawkman and/or Hawkgirl outside the pages of their own comic title are noted chronologically as they occur within the body of the Index, and their appearances in other titles during the time when they no longer have their own comic are listed (and Hawkman solo stories in anthology titles are briefly indexed) in special sections in chronological order. The following series are not considered a part of the official DC continuity and are thus omitted from consideration in the chronological listing: *Super Friends*, *Super Powers* (first, second, and third series), and *DC Challenge*. ■

The Brave and the Bold #34

February–March 1961

Cover Credits

Artist: **Joe Kubert**
Letterer: **Ira Schnapp**

STORY

"Creature of a Thousand Shapes"
(25 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Joe Kubert**
Letterer: **Gaspar Saladino**

Feature Characters

Hawkman (Katar Hol; first appearance; chronologically earlier appearances in issue #43 and 42; a police officer and scientist of planet Thanagar; assumes secret Earth civilian identity as Carter Hall, curator/director of the Midway City Museum, in this story; origin revealed; not to be confused with his counterpart on the parallel planet of Earth-2)

Hawkgirl (Shayera, née Shayera Thal; first appearance; chronologically earlier appearance in issue #42; a police

officer of planet Thanagar and wife of Katar Hol; assumes secret Earth civilian identity as Shiera Hall, co-curator/director of the Midway City Museum, in this story; origin revealed; not to be confused with Shiera Hall, née Shiera Sanders, her counterpart on the parallel planet of Earth-2; her secret identity name is misspelled "Shierra" several times in this story)

Supporting Characters

Police Commissioner George Emmett (first appearance; Commissioner of the Midway City Police Department; hereinafter referred to as Commissioner Emmett; learns Hawkman and Hawkgirl's secret identities in this story)

Mavis Trent (first appearance; a Midway City Museum naturalist and diorama artist)

Joe Tracy (first appearance; Midway City Museum press agent; appears next in the second story in *Hawkman* #2)

The Wingmen (name revealed in *Showcase* #103; first appearance; chronologically earlier appearance of one Wingman in the Dr. Light story in *DC Super-Stars* #14; police officers of planet Thanagar; appear next in issue #42)

Villain

Byth (Byth Rok; full name revealed in *Who's Who* #3; first appearance; a master thief of planet Thanagar; gains changeling powers in this story; appears next in *The Brave and the Bold* #42)

Other Characters

Krotan (first appearance; a scientist of planet Thanagar and creator of the changeling pill; dies in this story)

Ed Emmett (no physical appearance in this story or in any story to date; behind the scenes only; Commissioner Emmett's brother, retiring curator of Midway City Museum, and owner of house rented by the Halls in this story)

Comments

A chronologically earlier appearance of the planet Thanagar is in the Dr. Light story in *DC Super-Stars* #14.

An entrance to Skartaris, the extradimensional world which seems to exist beneath the Earth's surface, is apparently shown in this story, although Skartaris is not named as such. Skartaris first appears in "Journey to the Center of the Earth" by Jules Verne, and is first named and shown in a DC comic in *First Issue Special* #8, a preview of *The Warlord* series.

Synopsis

Interplanetary policeman Katar Hol and his wife Shayera of the planet Thanagar of the Polaris star system are following a criminal, a metamorph named Byth, from their planet to Earth. After using the Absorbascon, a device which absorbs all known information from a planet's residents, the pair don their police uniforms, and contact Midway City Police Commissioner George Emmett to explain the danger of Byth. In order to prevent the criminal from knowing of their presence, Emmett provides cover identities for them to replace his retiring brother as curators of the city's museum, while they wait for Byth's first move.

They settle into their Earth identities, using Anglicized versions of their names, and use their abilities to communicate with all forms of birdlife to spread the word to be on the lookout for a being fitting Byth's description. The birds spot Byth stealing the Star of America diamond, and the winged lawmen confront him; Byth eludes them by becoming first a Thanagarian Kasta bird, and then a fish. Underwater, he discovers an underground world, which provides him with animal forms to imitate which confound the defenses of his pursuers.

Later, while studying a diorama researched by Mavis Trent, Carter recognizes a Thanagarian bird species in it, and realizes that she had unknowingly seen Byth in Hawk Valley, but they are unable to prevent the criminal from escaping when he becomes a termite. Two days later, he becomes a Thanagarian Brontodon in order to make off with the Bi-State Tunnel. This time, Hawkman and Hawkgirl slow him down with chemicals, then, using medieval weaponry borrowed from the museum, hit his twin brains simultaneously, and knock him out.

The couple send Byth back to Thanagar in a state of hibernation, and accept Commissioner Emmett's request to stay on Earth to study police methods here.

The Brave and the Bold #35
April–May 1961

Cover Credits

Artist: Joe Kubert
Letterer: Ira Schnapp

FIRST STORY

"Menace of the Matter Master" (12 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Joe Kubert
Letterer: Gaspar Saladino

Feature Characters

Hawkman and Hawkgirl

Supporting Characters

Commissioner Emmett and Mavis Trent

Villains

The Matter Master (Mark Mandrill; name revealed in *Hawkman* #9; first appearance; a chemist turned thief and discoverer of Mentachem; appears next in *Justice League of America* #28)

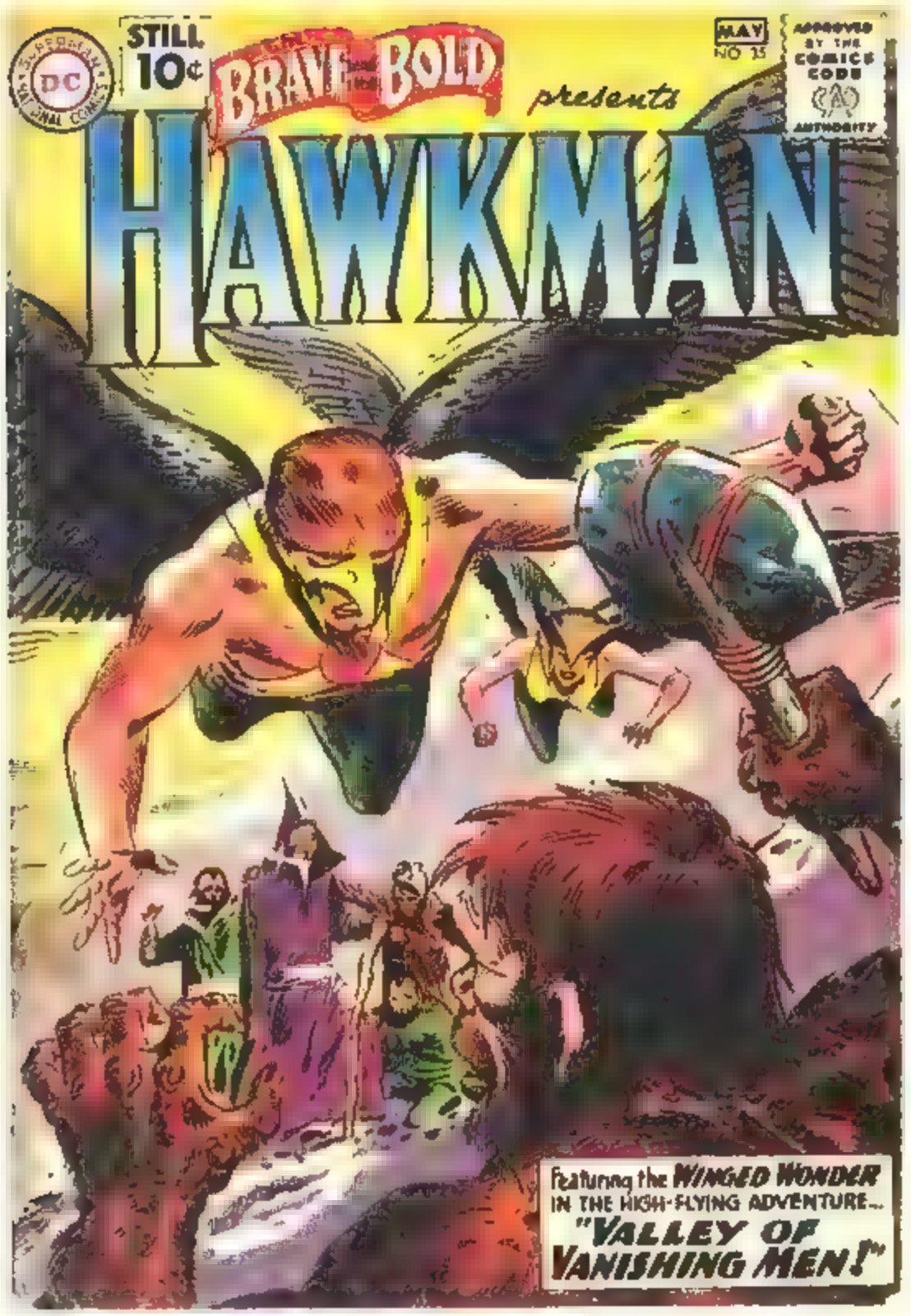
The Meteor Men (first and only appearance to date; creations of Matter Master)

Other Characters

An unnamed Midway City Police Department dispatcher (first appearance; appears next in *The Brave and the Bold* #43)

Midway City police officers (first appearance)

Unnamed armored car guards (first and only appearance to date)



Cameo Appearance

Byth (in flashback to previous issue)

Synopsis

While attempting to turn base metals to gold, chemist Mark Mandrill discovers the secret of Mentachem, a chemical which gives him control of any material in its natural state. He creates a directing wand, and uses the material to steal a half-million dollars from an armored car, then creates an army of meteor men to loot the Midway City Art Center. Tipped off by Commissioner Emmett, Hawkman and Hawkgirl battle the rockmen, but Matter Master intercedes, and escapes with the treasures by directing helicopter blades at them.

The criminal trips up, however, when directing flowers to steal a parchment from the museum, as Hawkman's acute sense of smell comes to the fore in time to track these flowers to Matter Master's underground lair, where he and Hawkgirl capture him.

SECOND STORY

"Valley of Vanishing Men" (13 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Joe Kubert
Letterer: Gaspar Saladino

Feature Characters

Hawkman and Hawkgirl

Supporting Character

Mavis Trent

Villains

The Abominable Snowmen (also known as the Yeti; first and only appearance to date; revealed as aliens from planet Xardoon; not to be confused with the Yeti in *Hawkman* #27, *Doom Patrol* #116, or *Batman* #337 and *Detective Comics* #552, or with the Abominable Snowman in *Superman* #266)

Other Characters

An unnamed member of Mavis Trent's Himalayan expedition (first and only appearance to date)

An unnamed Himalayan villager, his wife and son, and various fellow villagers and Himalayan explorers (first and only appearance of all to date)

Comment

The Absorbascon is first named in this story.

Synopsis

Mavis Trent discovers a Yeti in the Himalayas, then disappears, leaving behind photographic evidence, which prompts Hawkman and Hawkgirl to launch her rescue. Traveling to the area, Katar saves a young boy from a bear, and the boy's grateful father fills them in on the Abominable Snowman legend. They thus remember what the Absorbascon had taught them, but then Hawkgirl is also captured by the Yeti.

An eagle fills Katar in on the remainder of their story: they are aliens from the planet Xardoon, who crash-landed eons ago and lost their memories of their origins, and are now unable to repair their ship. They have managed to keep knowledge of their existence from the rest of the world by teleporting and placing in suspended animation all who see them.

In battling them, Hawkman learns that contact with wood prevents their teleportation device from working, and runs a gauntlet of the powerful snowmen, making it to their village where he finds a Glowstone holding the Earth prisoners in thrall. Freeing Hawkgirl, Mavis, and dozens of others, he then negotiates a truce between the Yeti and the villagers by showing the latter the protection provided by wood.

The Brave and the Bold #36

June–July 1961

Cover Credits

Artist: Joe Kubert
Letterer: Ira Schnapp

FIRST STORY

"Strange Spells of the Sorcerer" (13 Pages)

The Official Hawkman Index

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Joe Kubert**
Letterer: **Gaspar Saladino**

Feature Characters

Hawkman and Hawkgirl

Supporting Characters

Commissioner Emmett

Mavis Trent (appears next in *The Brave and the Bold* #43)

Villains

Konrad Kaslak (first appearance; an authority on magic and a sorcerer; appears next in the Hawkman story in *Detective Comics* #452)

A Chaldean winged bull, a phoenix, a dragon, centaurs, and Medusa (first and only appearance of all to date; magical conjurings of Kaslak)

Other Character

Sport (first and only appearance to date; the Halls' pet bird)

Synopsis

Mavis Trent believes that she unwittingly caused a minotaur to appear magically after reading aloud a mystic incantation from an ancient Chaldean relic, but her theory is quashed when Hawkman and Hawkgirl battle a phoenix which appears over Hawk Valley. They discover that each conjured creature is responsible for gaining possession of objects necessary to gain the full powers of a sorcerer, a contention pooh-poohed by eyewitness magic-expert Konrad Kaslak, who insists the mythological creatures are merely illusions. Unconvinced, Hawkman and Hawkgirl attempt to intercede before the remaining two objects are also acquired, by battling a dragon, centaurs, and Medusa, as they deduce that Kaslak is the would-be sorcerer. They arrive just in time to prevent his spell from succeeding.

SECOND STORY

"Shadow Thief of Midway City" (12 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Joe Kubert**
Letterer: **Gaspar Saladino**

Feature Characters

Hawkman and Hawkgirl

Supporting Character

Commissioner Emmett (appears next in issue #43)

Villain

The Shadow-Thief (Carl Sands; first appearance; origin revealed; appears next in *Hawkman* #5)

Other Characters

Thar Dan (first appearance; an inventor of the extra-dimensional planet Xarapion and creator of the Dimensiometer; name revealed in *Hawkman* #5)

Midway City Bank guards and teller (first and only appearance to date; Midway City Bank employees appear next in the Hawkman story in *Mystery in Space* #88)

Midway City police officers (appear next in issue #43)

Comments

Hawkman's hawk chest symbol is reversed beginning with this issue.

Hawkman and Hawkgirl's boots are modified from flared-slipper style to sock-boots beginning with this issue.

Hawkgirl is mistakenly called "Shierra" in this story.

Hawkman and Hawkgirl appear next in *The Brave and the Bold* #42.

Synopsis

Just as the Thanagarian authorities recall Katar and Shayera, a giant shadow creature robs the Midway City Bank, its incorporeal body resisting the bank guards' bullets as it absconds with the money. Despite their attempts, Hawkman and Hawkgirl are unable to prevent the Shadow-Thief's escape with a million-dollar coin collection, though they are able to identify the creature from mug shots, by comparing it to the shadow profile of convicted burglar Carl Sands.

Sands had become fascinated by shadows in prison, and

while using a color-disc magic-trick projector after his release, he accidentally discovered another dimension, and a being in trouble there. Saving the alien Thar Dan won Sands his gratitude, as the alien inventor gave him a Dimensiometer, a device which enabled Sands to exist in Thar Dan's dimension, yet also appear on Earth as a living shadow. However, when Thar Dan discovered that use of this device would trigger another Ice Age, and requested his invention's return, Sands ignored the plea and continued his ravaging on Earth.

Ignorant of these facts, Hawkman and Hawkgirl deduce that suspending Shadow-Thief in the air would prevent his escape, and do so. Thus, the Thief has to rip the Dimensiometer from his wrist in order to become solid on Earth, and they catch him. This action ruins the device, one use short of starting the new Ice Age.

The Brave and the Bold #42

June–July 1962

Cover Credits

Artist: Joe Kubert
Letterer: Ira Schnapp

STORY

"The Menace of the Dragonfly Raiders" (25 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Joe Kubert
Letterer: Gaspar Saladino

Feature Characters

Hawkman and **Hawkgirl**

Supporting Characters

Andar Pul (first appearance; Chief of Police of planet Thanagar; character's name possibly derived from that of science fiction writer Poul Anderson, author of "War of the Wing-Men")

The Wingmen (last seen in issue #34; appear next in *Showcase* #103)

Villains

Byth (last seen in *The Brave and the Bold* #34; appears next in *Showcase* #103)

Jarl (first appearance; Byth's cellmate and confederate; appears next in *Showcase* #103)

Two other unnamed thieves of planet Thanagar (first and only appearance to date)

The Dragonfly Raiders (first and only appearance to date; four androids created by Byth)

Other Character

Krandor Vat (first and only appearance to date; High Mor of planet Thanagar)

Cameo Appearances

Matter Master (in flashback to the first story in *The Brave and the Bold* #35)

Konrad Kaslak (in flashback to the first story in *The Brave and the Bold* #36)

Shadow-Thief (in flashback to the second story in *The Brave and the Bold* #36)

Comments

Hawkman and Hawkgirl appear in a flashback in this story, which occurs in between the flashback in the next issue and the story in issue #34. This is Hawkgirl's chronologically earliest appearance.

Hawkman is awarded his "honor wings" at the conclusion of this story.

Hawkman and Hawkgirl's boots are again modified in this story.

Thanagar is mistakenly referred to as "Ranagar" once in this story.

Synopsis

Homesick, Katar and Shayera return to Thanagar, and report to their Chief of Police Andar Pul, who sends them on vacation. First, they are debriefed of Earth's police methods.

When they return to active duty, they encounter thieves, tiny green men riding giant dragonflies, and capture these riders using Terran crime-fighting techniques. However, the dragonflies complete the robbery on their own, and Katar suspects that his old foe Byth is at the bottom of this theft. They find him gone from prison, and learn that the raiders are androids.

The Official Hawkman Index

Byth had arranged for his formula to alter his being to be smuggled into prison on the adhesive of envelopes, and escaped as a Vandalusian driller mole. To clear their minds, Hawkman and Hawkgirl visit the Veil of Valmoora, site of their first meeting. There, rookie policewoman Shayera Thal had saved veteran Katar Hol's life in the capture of the Rainbow Robbers. This causes her to think of her marriage earrings, and she devises a plan to bring Byth into the open, using a gem tree adorned with planted jewels. The villain successfully makes off with the jewels, putting the guards into a trance, but Hawkman follows his radioactive trail. The couple tracks down the gang, and overcomes them all, even though Byth changes into a mirage bird and attempts, unsuccessfully, to escape.
Byth and his accomplices are all incarcerated, this time without visitation or mail privileges. Krandor Vat, High Mor of Thanagar, honors Hawkman's accomplishments by awarding the first pair of Honor Wings, which are permanently fixed to his cowl.

The Brave and the Bold #43

August–September 1962

Cover Credits

Artist: Joe Kubert
Letterer: Ira Schnapp

STORY

"The Masked Marauders of Earth" (25 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Joe Kubert
Letterer: Gaspar Saladino

Feature Characters

Hawkman and **Hawkgirl**

Supporting Characters

Commissioner Emmett (last seen in the second story in *The Brave and the Bold* #36)

Mavis Trent (last seen in the first story in *The Brave and the Bold* #36)

Andar Pul (appears next in the first story in *Hawkman* #1)

Villains

The Manhawks (first appearance; a race of interplanetary thieves; appear next in *Hawkman* #18)

Other Characters

Paran Katar (first and only appearance to date; Katar Hol's father; an ornithologist of planet Thanagar, and inventor of the anti-gravity belt and wings worn by Thanagar's police force; appears only in flashback to Hawkman's origin)

Inhabitants of planet Thanagar (first appearance; appear next in *Hawkman* #12)

Three research scientists (first and only appearance to date; Jim named in this story)

The Midway City Police Department dispatcher (last seen in the first story in *The Brave and the Bold* #35; no further appearances to date)

Midway City police officers (last seen in the second story in issue #36; appear next in the second story in *Hawkman* #2)

Employees of the House of Jewels (a Midway City jewelry store; first and only appearance to date)

A radio operator of planet Thanagar (first and only appearance to date)

Cameo Appearance

Kalmoran (first and only appearance to date; a folk hero of planet Thanagar; appears only as a statue)

Comment

Katar Hol appears in a flashback in this story which occurs preceding the flashback in the previous issue. This is Hawkman's chronologically earliest appearance.

Synopsis

Giant hawks wearing manlike head-masks arrive on Earth, and steal an entire jewelry store to acquire a pair of rubies which they plan to use in revenge against Thanagar. Advised of this, Commissioner Emmett contacts the planet by subspace radio, and Katar Hol immediately recognizes the description of the Manhawks, a galaxy-wandering race which had introduced theft to his home planet ten

years before, and thus caused the creation of the winged police force.

Hawkman's father, Paran Katar, had created an anti-gravity belt and artificial wings to aid them in their study of ornithology, and when the Manhawks introduced crime to his planet, such was his rage that Katar used the wings to infiltrate their ranks disguised as a hawk. Stealing one of their masks, he deduced its weaponry, and he and his father created a neutralizing device for the enemies' deadly eyebeams—the hawk helmet, equipped with radiation jammers. Using a pressure gun, the new Hawkman changed the jeweled eyepieces from coal-based filaments to harmless diamonds, and aided by others equipped with belts and wings, rounded up the aliens and imprisoned them.

However, the notion of stealing for the thrill of it was now spread across the planet, and in order to combat this new groundswell, the planetary government established a police force based on Paran Katar's inventions, in honor of him and his son.

Hawkman and Hawkgirl return to Earth, planning to again use the pressure guns on the birds' eye filaments. The Manhawks, however, have planned for this contingency with a new element in their masks, and the attack is ineffective. They make another threat against Thanagar. Probing their memories of all Earth knowledge, the Halls recall that rubies are necessary for the construction of a laser beam, so when they track down the Manhawk's ship, they firebomb it, then cause a black chemical rain to fall on their enemies, obscuring their eyeslits, and preventing the amplification of light necessary in lasers.

With the villains captured and incarcerated on Earth, their masks are studied, and it is determined that their invisibility beams actually teleport objects or beings to a future limbo, several minutes ahead, in which nothing has yet occurred.

The Brave and the Bold #44

October–November 1962

Cover Credits

Artist: **Joe Kubert**
Letterer: **Ira Schnapp**
Colorist: **Jerry Serpe** (also wash artist)

FIRST STORY

"Earth's Impossible Day" (12 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Joe Kubert**
Letterer: **Gaspar Saladino**

Feature Characters

Hawkman and **Hawkgirl**

Supporting Characters

Commissioner Emmett and **Mavis Trent** (both appear next in the Hawkman story in *Mystery in Space* #88)

Big Red (first appearance; a hawk ally of Hawkman and Hawkgirl; appears next in *Hawkman* #5)

Villains

Tommy-Gun Tyler and **Genius Joe** (first and only appearance of both to date; two convicts)

Marty Stone (first and only appearance to date; a thief)

Other Characters

Two unnamed forest fire fighters (first and only appearance to date)

Prison guards (first and only appearance to date)

Synopsis

Earth's Fourth of July coincides with a Thanagarian tradition called "Impossible Day," in which citizens perform three impossible feats to honor their mutual ancestor, Rhon Du. As Hawkman and Hawkgirl, Katar and Shayera go on a traditional picnic and help out a forest fire by causing it to "rain upwards"; they then capture a band of crooks protected by an electrical force field by throwing lightning at them (in the form of lightning-born fulgarite boulders). Finally, they recover stolen museum relics, despite the thief firing invisible bullets at them, and thus, they fulfill their Thanagarian tradition by performing three "impossible" feats.

SECOND STORY

"The Men Who Moved the World" (13 Pages)

DC
The BRAVE and the BOLD
presents
HAWKMAN
NOV
12¢
APPROVED BY THE COMICS CODE AUTHORITY
ARMED WITH A WEAPON OF THE PAST, THE WINGED WONDER BATTLES AGAINST WEAPONS OF THE FUTURE... IN...
"The MEN WHO MOVED THE WORLD!"

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Joe Kubert**
Letterer: **Gaspar Saladino**

Feature Characters

Hawkman and **Hawkgirl**

Villains

Khrem (a ram-headed humanoid), **Setph** (a dog-headed humanoid), and **an unnamed cat-headed humanoid** (first and only appearance of all three to date)

Comment

Hawkman teams up with the Atom in *The Atom* #7 following this story. Hawkgirl appears only as Shiera Hall in that story.

Synopsis

Three animal-headed humanoids wake after 12,000 years, to recover a disc housed in the Midway City Museum which they intend to use to restore Earth to its orbit of 10,000 B.C. Despite Hawkman's intervention they do so, and thus cause the planet to leave its present orbit.

The radiation residue they leave in the museum allows Hawkman and Hawkgirl to trail them to the ancient Trans-Jordan city of Petra, where the humanoids activated the orbitron. This machine will make the change in orbit permanent after one day of operation; this they believe will change Earth's topography enough to uncover their ancient city of Lansinar, now buried under ice in the Arctic. Awakened from their sleep by prior plan, the trio is now charged with the task of restoring their city's dominance over Earth, which had been halted when a wandering planet passed by (12,000 years ago), which changed the orbit by shifting the poles.

Hawkman and Hawkgirl battle the three in planes over Petra, and capture the humanoids after putting their crafts out of commission. The villains refuse to communicate until hearing a signal that the day has passed, and then reveal their plans. They have miscalculated, however; Earth's day is now six hours longer than in their time, and the winged crimefighters easily turn off the machine. Then they turn them over to the United Nations for determination of their fate and that of their city.

Mystery in Space #87
November 1963

Cover Credits

Artist: **Murphy Anderson**
Letterer: **Ira Schnapp**

FIRST STORY

"The Super-Brain of Adam Strange" (12 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler: **Carmine Infantino**

DC
12¢
MYSTERY IN SPACE
APPROVED BY THE COMICS CODE AUTHORITY
NOV. NO 87
IN THIS ISSUE... AN ADAM STRANGE THRILLER!
BEGINNING A NEW SERIES OF HIGH-FLYING ADVENTURES WITH HAWKMAN!
"The Amazing Thefts of the I.Q. Gang!"

Inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

Feature Character

Adam Strange

Comments

This story is fully indexed in the projected volume of this Index pertaining to Adam Strange.

This story is continued in part in the second story in this issue.

SECOND STORY

"Amazing Thefts of the I.Q. Gang" (14 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Joe Letterese**

Feature Characters

Hawkman and **Hawkgirl**

Villains

I.Q. (Ira Quimby; first appearance; a petty crook turned genius; appears next in the first story in *Hawkman* #7)

The I.Q. Gang (first appearance; Ira Quimby's gang of

four crooks; Eddie named in this story; appears next in the first story in *Hawkman* #7)

Guest Appearance

Adam Strange (last seen in the first story in this issue; appears next in *Justice League of America* #24)

Other Character

A Metropolitan Museum night watchman (first and only appearance to date)

Comments

Hawkman and Hawkgirl get expanding costumes in this story, housed in their hawk medallions, and Hawkgirl's medallion replaces her belt buckle.

This story continues in part from the Adam Strange story in this issue.

Synopsis

An attempt by Rann scientist Sardath to irradiate Adam Strange in order to keep him on the planet (instead of returning to Earth when the Zeta radiation which transports him across space wears off) backfired; it mutated Adam and irradiated the sky through his super-genius mind (as shown in the *Adam Strange* story in this issue). When the Zeta radiation wore off, Adam was returned to Earth in his normal state, but he carried a rock which had been irradiated, and put this curio on display in New York's Metropolitan Museum.

Soon after, a small-time gang member named Ira Quimby is exposed to this rock's radiation, and thus gains genius-level planning ability. This he uses to invent a lifting ray and aero-shoes to travel through the sky, and he and his new gang highjack an armored truck. Although Hawkman and Hawkgirl attempt to prevent it, the robbery is successful, but a similar attempt to spirit away an entire jewelry store is not, and only when I.Q. again accidentally exposes himself to the stone is he able to come up with new plans.

Meanwhile, Carter and Shiera are visiting the museum and meet Adam Strange, unaware of any connection. Hawkman has instructed birds to be on the lookout for the gang, and thus he is warned when they attempt another large theft. The gang members are captured, but I.Q. escapes. Figuring out that the Rann rock is the reason for his inspirations, Quimby steals it from the museum, breaking off pieces in the act, which Katar analyzes and uses to track down the larger piece. I.Q. and his new gang are no more successful than their predecessors.

The case ends without Hawkman and Hawkgirl discovering Adam Strange's interplanetary-traveler status.

Mystery in Space #88
December 1963

Cover Credits

Artists: **Carmine Infantino** (penciler) and **Murphy Anderson** (penciler; Hawkman vignette only; inker)
Letterer: **Ira Schnapp**

FIRST STORY

"The Robot Wraith of Rann" (13 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler: **Carmine Infantino**
Inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

Feature Character

Adam Strange

Comment

This story is fully indexed in the projected volume of this Index pertaining to Adam Strange.

SECOND STORY

"Topsy-Turvy Day in Midway City" (12 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Joe Letterese**

Feature Characters

Hawkman and Hawkgirl

Supporting Characters

Commissioner Emmett and Mavis Trent (both last seen in the first story in *The Brave and the Bold* #44)

MYSTERY IN SPACE
APPROVED BY THE COMICS CODE AUTHORITY
THAT'S ONLY A ROBOT DISGUISE OF ME YOU'VE DEFEATED, ADAM STRANGE! THIS IS THE REAL ME!
IN THIS ISSUE... A NEW HAWKMAN THRILLER!
"The ROBOT-WRAITH of RANN!"

The Official Hawkman Index

Villains

The Master Electrician and his gang of bank robbers (first and only appearance of all to date)

Other Characters

A Midway City housewife, a maintenance man, and two apartment residents (first and only appearance of all to date)

Midway City Bank employees (first and only appearance to date; other bank employees last seen in the second story in *The Brave and the Bold* #36)

Comment

Hawkman and Hawkgirl team up with Aquaman and Aqualad in *The Brave and the Bold* #51 following this story.

Synopsis

Mechanical devices begin to work in opposition to their proper functions, and Mavis Trent discover Hawkman and Hawkgirl's secret room in the museum, dons Hawkgirl's costume, and then goes into action with an ignorant Hawkman. The phase-reversal which has caused the malfunction of Midway City's motors has allowed thieves to get into a bank vault, and Hawkman and the disguised Mavis are led to a laboratory from which the reversal emanates.

The Master Electrician uses manufactured lightning to make his gang appear invisible to Hawkman, but the Winged Wonder apprehends them nonetheless.

The real Hawkgirl appears to reveal Mavis's masquerade, and Commissioner Emmett throws her off their identity trail by implying that the crimefighters are not married, while the Halls are.

Mystery in Space #89
February 1964

Cover Credits

Artist: Murphy Anderson
Letterers: Ira Schnapp (Adam Strange blurb only) and Gaspar Saladino

FIRST STORY

"The Super-Motorized Menace" (12 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Joe Letterese

Feature Characters

Hawkman and Hawkgirl

Supporting Characters

Commissioner Emmett (appears next in the first story in *Hawkman* #1)

Mavis Trent (appears next in the second story in *Hawkman* #1)

Villain

The Motorcycle Bandit (Jed Barnes; first and only appearance to date; a Midway City Courier cub reporter)

Other Characters

Midway City Museum guards (first and only appearance to date)

A corporate payroll clerk (first and only appearance to date)

Synopsis

A bandit on a customized motorcycle causes the wheels to leave a truck transporting valuable paintings to the Midway City Museum, and makes off with the artwork, which brings Hawkman and Hawkgirl into action. On his way to an interview, Hawkman is told by birds that the cyclist has again been sighted. His encounter with the villain is complicated when the bike creates an artificial tornado which puts him out of commission, a helpless witness to another theft. While extricating himself from the trap, he watches the bandit escape, but is able to track him to his hideout, and captures him. He then discovers that the bandit is actually Jed Barnes, the reporter by whom he was to be interviewed.

SECOND STORY

"Siren of the Space Ark" (13 Pages)

DC
12¢
APPROVED BY THE COMICS CODE AUTHORITY
MYSTERY IN SPACE
IN THIS ISSUE... AN ADAM STRANGE THRILLER!
A HIGH-FLYING HAWKMAN ADVENTURE... "the SUPER-MOTORIZED MENACE!"

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Carmine Infantino
Inker: Murphy Anderson
Letterer: Gaspar Saladino

Feature Character

Adam Strange

Comment

This story is fully indexed in the projected volume of this Index pertaining to Adam Strange.

Mystery in Space #90
March 1964

DC
12¢
MYSTERY IN SPACE
APPROVED BY THE COMICS CODE AUTHORITY
MAR. NO 90
ONLY A MOMENT LEFT TO AVERT A COLLISION BETWEEN EARTH AND MY ADOPTED PLANET RANN!
ADAM STRANGE and HAWKMAN IN A DUAL ADVENTURE... "PLANETS in PERIL!"

Cover Credits

Artists: Carmine Infantino (penciler) and Murphy Anderson (penciler; Adam Strange and Hawkman vignettes only; inker)
Letterer: Ira Schnapp

STORY

"Planets in Peril" (25 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Pencilers: Carmine Infantino (pages 1–8, 19–25) and Murphy Anderson (pages 9–18)
Inker: Murphy Anderson
Letterer: Gaspar Saladino

Feature Characters

Adam Strange
Hawkman and Hawkgirl

Supporting Characters

Alanna and Sardath

Villains

Oran Dargg (first and only appearance to date; would-be despot of Rann)

Other Characters

Citizens of Ranagar (last seen in issue #88; appear next in issue #95)
Soldiers of Ranagar (last seen in issue #81; appear next in issue #95)

Comments

This is an Adam Strange and Hawkman team-up story.

The story is continued in part in the Adam Strange story in the next issue. Hawkman and Hawkgirl appear briefly in that story.

Synopsis

Rann scientist Oran Dargg modifies the Zeta-Beam, transporting the entire planet Earth into Alpha Centauri's star system in an orbit opposed to that of Rann—accelerating just enough to mean imminent destruction of both worlds in one week. Adam Strange and Alanna discover Earth's Sphinx, Colosseum, and Iwo Jima flag-raising statue near Rann's Karralian Marshes, animated by Dargg's modified Zeta-beam. They destroy these, and when Adam's radiation wears off and he returns to Earth, he just misses Hawkman and Hawkgirl, who, investigating the theft of Lake Superior, have traveled to Rann in their spaceship. As Alanna travels to Earth in a limited-range ship to pick up Adam, Dargg presents his ultimatum to the planet, threatening to flood them out unless he is made world ruler.

Hawkman and Hawkgirl are able to dissipate Lake Superior into rain, and meet Sardath, to learn his plan to return Earth to its former position in space with a Zeta-Beam nullifier. The Thanagarians aid the Rann army in preventing the Marshes from being destroyed by Dargg. The attempt to flatten them, using Earth's Mount Everest, ends when they are able to disintegrate most of the mountain.

When Alanna and Adam return, the four team up with the army to stop Dargg, who tries to stop them by teleporting each couple to separate doom traps. All escape and capture him, but not before he destroys his Zeta-ray machine, preventing them from stopping their planets' collision. However, Sardath perfects the nullifier, and Adam travels into space to use it, saving both worlds.

Since he had not arrived by Zeta-Beam, Adam has to return to Earth with Hawkman and Hawkgirl, because of inner radiation which would cause his death if he stayed on Rann for a year, so Alanna agrees to come to Earth with him to become his wife.

The Earth landmarks destroyed in the battle are apparently reconstituted due to the nullifier's effect.

Hawkman #1

April–May 1964

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

FIRST STORY

"Rivalry of the Winged Wonders" (13 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Joe Letterese

Feature Characters

Hawkman and Hawkgirl (later called Hawkwoman) are the only feature characters in this comic, appearing in all subsequent issues, unless otherwise stated.

Supporting Characters

Commissioner Emmett (last seen in the Hawkman story in *Mystery in Space* #89; appears next in the first story in *Hawkman* #3)

Andar Pul (last seen in *The Brave and the Bold* #43; name misspelled Andur Pul once in this story; appears next in issue #12)

Villains

Hal Parker and Joe (last name not revealed; a pair of jewel thieves) and an unnamed jewel collector (first and only appearance of all to date)

Other Characters

Members of the Thanagarian Police Council (first and only appearance to date)

Cameo Appearances

Byth (in flashback to *The Brave and the Bold* #34)

Shadow-Thief (in flashback to the second story in *The Brave and the Bold* #36)

Motorcycle Bandit (in flashback to the Hawkman story in *Mystery in Space* #89)

Synopsis

On Thanagar, Hawkman and Hawkgirl report to Andar Pul with the results of their study of Earth police methods. Hawkman then relates his use of Earth methods in his competition with his wife, who used Thanagarian devices, to see who could first solve the theft of the Black Pearls of Oahu from the Midway City Museum. Each had been able to track thief Hal Parker to a nearby woodland hunting area, but Hawkgirl's trail disappeared due to weather conditions. Hawkman found the crooks, deduced the pearls' location, and caught the thieves, bringing them in long before Hawkgirl came upon the crime scene.

The Earth methods are judged superior, and the pair are given permission to return to Earth to continue their study.

SECOND STORY

"Master of the Sky Weapons" (12 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Joe Letterese

Supporting Character

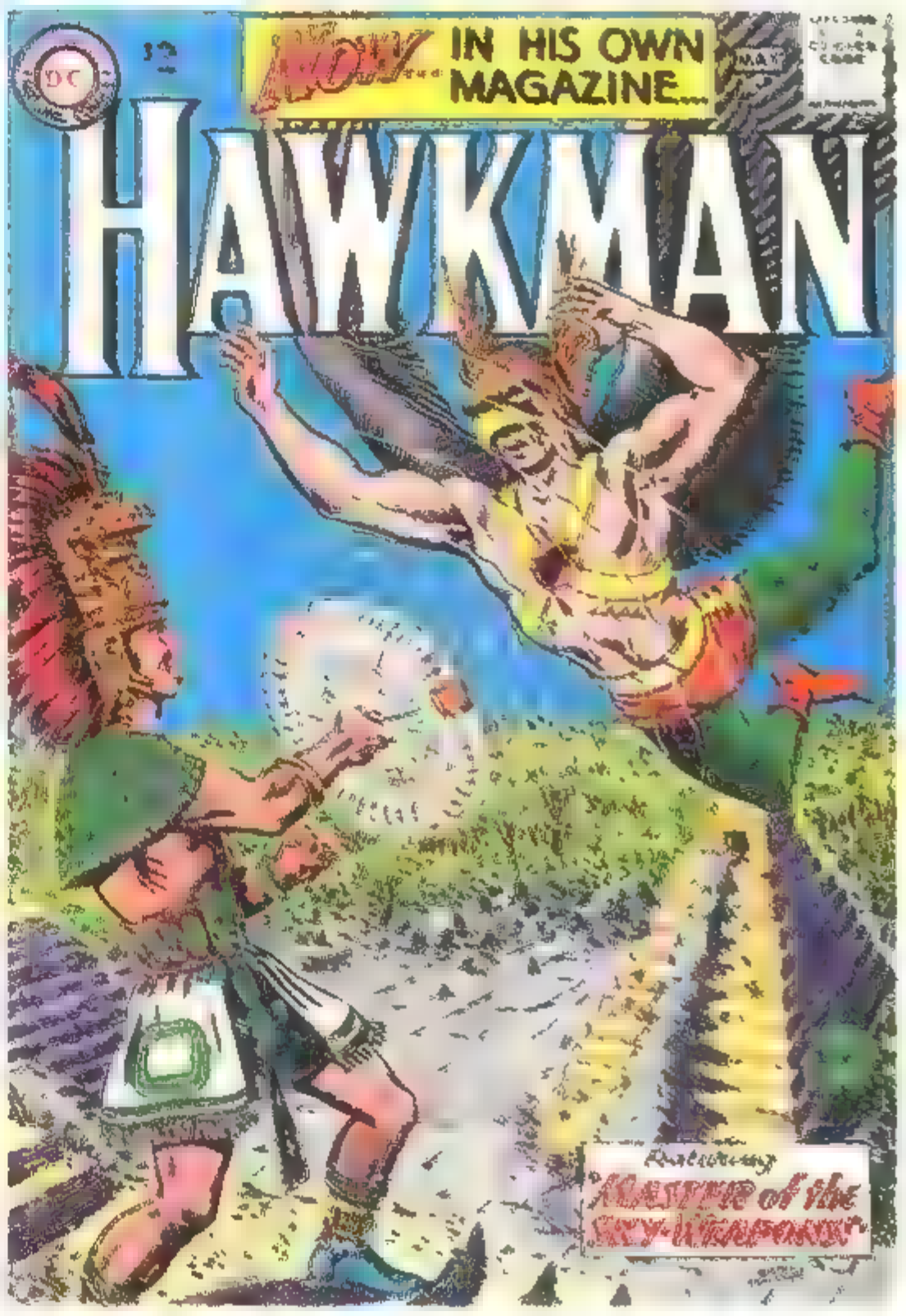
Mavis Trent (last seen in the Hawkman story in *Mystery in Space* #89)

Villain

Chac (first appearance; an immortal Mayan chief; appears next in *Justice League of America* #34)

Other Characters

An unidentified alien (first and only appearance to date; supplier of Chac's weapons)



Two unnamed Midway City Museum archaeologists (first and only appearance to date)

Synopsis

In Yucatan, Mavis Trent and Midway City archaeologists wire the museum of great discoveries. When they arrive home, however, they remember nothing, not even their own names. Their Absorbascons reveal nothing, so Hawkman and Hawkgirl fly to the peninsula, where they are attacked by Chac.

A Mayan chief, Chac gained immortality and fantastic weaponry when an alien crash-landed in the jungle centuries ago. Chac ruled his people until he was overthrown for his tyranny, and because of his immortality he was punished with amnesia. In the present, the archaeologists had hired him as their guide, unwittingly restoring his memory when they uncovered his city. In return for this, he used an herb to induce amnesia in them.

Intent on ruling the world, Chac defeats the winged crimefighters with weapons which control wind, air, and lightning, and seals them in a tomb. They escape using one of his own weapons, and succeed in overcoming the Mayan. After turning him over to the Mexican authorities, they restore the archaeologists' memories with a Mayan antidote.

Hawkman #2

June–July 1964

Cover Credits

Artist: **Murphy Anderson**
Letterer: **Ira Schnapp**

FIRST STORY

"Secret of the Sizzling Sparklers" (13 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

Supporting Character

Mavis Trent (appears next in the Hawkman story in *Detective Comics* #479)

Villains

The Tralls (first and only appearance to date; alien slave-masters of the extradimensional planet Llorth)

Other Characters

A female alien of planet Llorth (first and only appearance to date)

An unnamed jet pilot (first and only appearance to date)

Comment

At this point, the Thanagarians have not yet invented the Relativity-Beam System later used to transport members to the Justice League's Satellite Sanctuary, hence their ignorance of teleportation in this story.

Synopsis

The appearance of bizarre alien devices in place of Earth methods of communication portends the appearance of a spaceship in the sky over Midway City. Inside are the Tralls, from the other-dimensional world of Llorth, who have come to Earth to bathe in the galactic rays native to the area, which increase the super-sense they use to dominate their world. These facts are learned when Hawkman uses one of the alien devices to contact a Llorth slave-woman, who had sent the devices to warn Earth.

Hawkman deduces that the aliens are vulnerable to Thanagarian gravity-radiation, and also discovers that cold-light weapons can defeat them. He and Hawkgirl capture the Tralls and send them back to Llorth by remote control, where they become prisoners of those they had held as slaves.

The Llorth woman leaves the inter-dimensional communicator with them for study.

SECOND STORY

"Wings Across Time" (12 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

12¢
NOW IN HIS OWN MAGAZINE!
JULY
NO 2
DC
HAWKMAN
I CAN WARD OFF THE ALIENS' NUCLEAR RAY-BLASTS WITH THIS ANCIENT SHIELD, BUT THEY HAVE NO DEFENSE AGAINST MY FIREWORKS WEAPON!
featuring
"SECRET of the SIZZLING SPARKLERS!"

Supporting Character

Joe Tracy (last seen in *The Brave and the Bold* #34; appears next in *The Shadow War of Hawkman* #1)

Villains

Three highway bandits (first and only appearance to date; Eddie named in this story)

Other Characters

Three Midway City Museum archaeologists (first and only appearance to date)

Midway City police officers (last seen in *The Brave and the Bold* #43; appear next in the second story in issue #4)

Cameo Appearances

Icarus and **Daedalus** (his father; ancient Greeks; in flashback only)

Synopsis

An underwater archaeologist discovers the wings of Icarus on the floor of the Aegean, and publicity man Joe Tracy decides they should be used to publicize the museum by asking curator Carter Hall to attempt to fly with them. Carter uses them successfully, and during his flight he notes odd red indentations in nearby cliffs.

His investigation is interrupted by a truck robbery, during which the bandits' bazooka damages his wings and anti-gravity controls, sending him high into the stratosphere. Luckily, he maneuvers into the orbit of his spaceship. After seeing red traces on his wings and realizing the bazooka was responsible for the cliff holes, he tracks down the bandits and captures them.

Thus confirming the authenticity of the wings, he suggets the new museum wing being publicized be named the Wing of Icarus after them.

Hawkman #3
August–September 1964

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

FIRST STORY

"The Fear That Haunted Hawkman" (15 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

Supporting Character

Commissioner Emmett (last seen in the first story in issue #1)

Villains

The Sky Raiders (first and only appearance to date; flying bandits using pogo-jets)

Other Characters

Bill and **Marge** (first and only appearance to date; a young couple)

Penny (first and only appearance to date; Shiera Hall's pet poodle)

Synopsis

Hawkgirl notices the sudden appearance of fear in a young couple, then her dog Penny, as they pass through the museum gardens, but her investigation is interrupted when Commissioner Emmett calls her and Carter to tell them of a sky-raiding gang who escape using pogo-jets. As Hawkman and Hawkgirl they track them down and seem to be winning the battle, when Hawkman knocks the leader to the ground in the museum gardens, then experiences the same overwhelming fear, and the thief escapes.

Shaken by weakness, Katar goes on a one-man anti-crime crusade to prove his courage, but still cannot shake his fear of the gang-leader. Days later, they encounter a new pogo-jet gang, and again they seem to be winning the battle, when Hawkman's fear resurfaces. Hawkgirl then intercedes and does what her husband cannot.

With the gang safely in jail, Shayera discloses the other fear incidents, and they discover an Egyptian statue in the garden with a fear ray activated by light. They reverse the effects on all the victims and then dismantle the device.

SECOND STORY

"Birds in the Gilded Cage" (9 Pages)

The Official Hawkman Index

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Supporting Character

Commissioner Emmett

Villains

Six unnamed mobsters (first and only appearance to date)

Other Characters

Alien bird-beings (first and only appearance to date)

Synopsis

Hawkman and Hawkgirl are about to capture some mobsters when they are caught in a gilded cage surrounded by a force field, and the mobsters escape. An alien bird creature appears and explains that he formed the cage to protect them from what he perceived to be hunters. Unable to communicate in return to explain the error, they use birds to trail the crooks and are about to experience the caging again when Hawkman figures out how to explain their task to the alien in sign language. The gangsters are rounded up; the alien takes on supplies and returns home.

Hawkman #4

October–November 1964

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

FIRST STORY

"The Girl Who Split in Two" (13 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Guest Star

Zatanna the Magician (Zatanna Zatara; first appearance; origin revealed in chronologically earlier appearance in *DC Special Blue-Ribbon Digest* #5, amended in *Justice League of America* #163; the daughter of Zatara the Magician and Sindella, a woman of the hidden race of Homo magus; mother's identity revealed in *Justice League of America* #163; learns Hawkman and Hawkgirl's secret identities in this story; appears next in *The Atom* #19)

Villains

A group of Mongolian bandits and a gang of London thieves (first and only appearance of all to date)

Other Characters

Betty (first and only appearance to date; a Midway City Museum guide)

An unnamed Midway City Museum chemist (first and only appearance to date)

Cameo Appearances

Zatara the Magician (John Zatara; born Giovanni Zatara; real name revealed in *DC Special Blue-Ribbon Digest* #5; appears in flashback only; appears next in flashback in *The Atom* #19)

The Lama (first and only appearance to date; a foe of Zatara; appears in flashback only)

The Druid (first appearance; a foe of Zatara; appears in flashback only; first physical appearance in *The Atom* #19)

Comment

Hawkman and Hawkgirl's footwear changes from sock-boots to form-fitting boots with stripes up the center as of this story.

Synopsis

A rare Shang statue from the Chinese city of Yin and a Celtic cup mysteriously appear in the Midway City Museum, so Hawkman and Hawkgirl travel to the relics' sources, he to China and she to Ireland, to investigate.

Hawkman battles Mongolian looters of the Yin ruins, but after he chases them away he finds the living but comatose figure of a girl in stage magician's garb, babbling in a tongue he does not know. Meanwhile, Hawkgirl has similarly run off thieves in Ireland and found another figure of the same girl. They take both to their spaceship,

where they discover that each body is speaking half words of English which, when combined, explain that she is Zatanna, daughter of Zatara (the famous magician of the 1940s), and that she has been magically split into two. They bring the halves together and the recombined woman tells them that she had simultaneously sought her long-missing father in Yin and the Hill of Tara, Ireland by splitting in two, but that this had weakened her mobility.

She was barely able to magically send the relics to Midway City Museum, knowing that Hawkman and Hawkgirl would respond, although she refuses to admit she knows their secret identities. Hawkman makes an Absorbascon scan of Earth for Zatara but finds nothing, yet encourages Zatanna to continue her search.

SECOND STORY

"The Machine That Magnetized Men" (11 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Supporting Character

Commissioner Emmett

Villains

Time Bandits (first and only appearance to date; thieves from the 120th century; Jan Kyll named in this story)

Other Characters

Jabez Hart (first and only appearance to date; a coin collector)

Midway City police officers (last seen in the second story in issue #2)

Comments

Following this story, Hawkman and Hawkgirl appear next in *Justice League of America* #31, as Hawkman joins the Justice League. Then Hawkman and the Justice League attend the wedding of Aquaman and Mera in *Aquaman* #18.

Synopsis

Disembodied hands attempt to steal rare and valuable objects from a collector and the museum, but are unable to transport these into the limbo they emerged from. Then a vehicle appears which can magnetize people, and bandits emerge to loot the art museum. The thieves are from the 120th century, using a forbidden time-travel vehicle to steal from the past, but due to damaged equipment, they are only able to make one more time trip to the same place and time.

From their initial encounter, Hawkman and Hawkgirl determine the chemical treatment used on the bandits' uniforms which protects them from their own magnetizer, and spray themselves with it, enabling them to maneuver enough to spray the time vehicle with ordinary, present-day paint. Thus saddled with matter from the present which they cannot transport through time, the loot, the truck, and the robbers are stranded in the present.

Hawkman #5
December 1964–January 1965

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"Steal, Shadow—Steal" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Supporting Characters

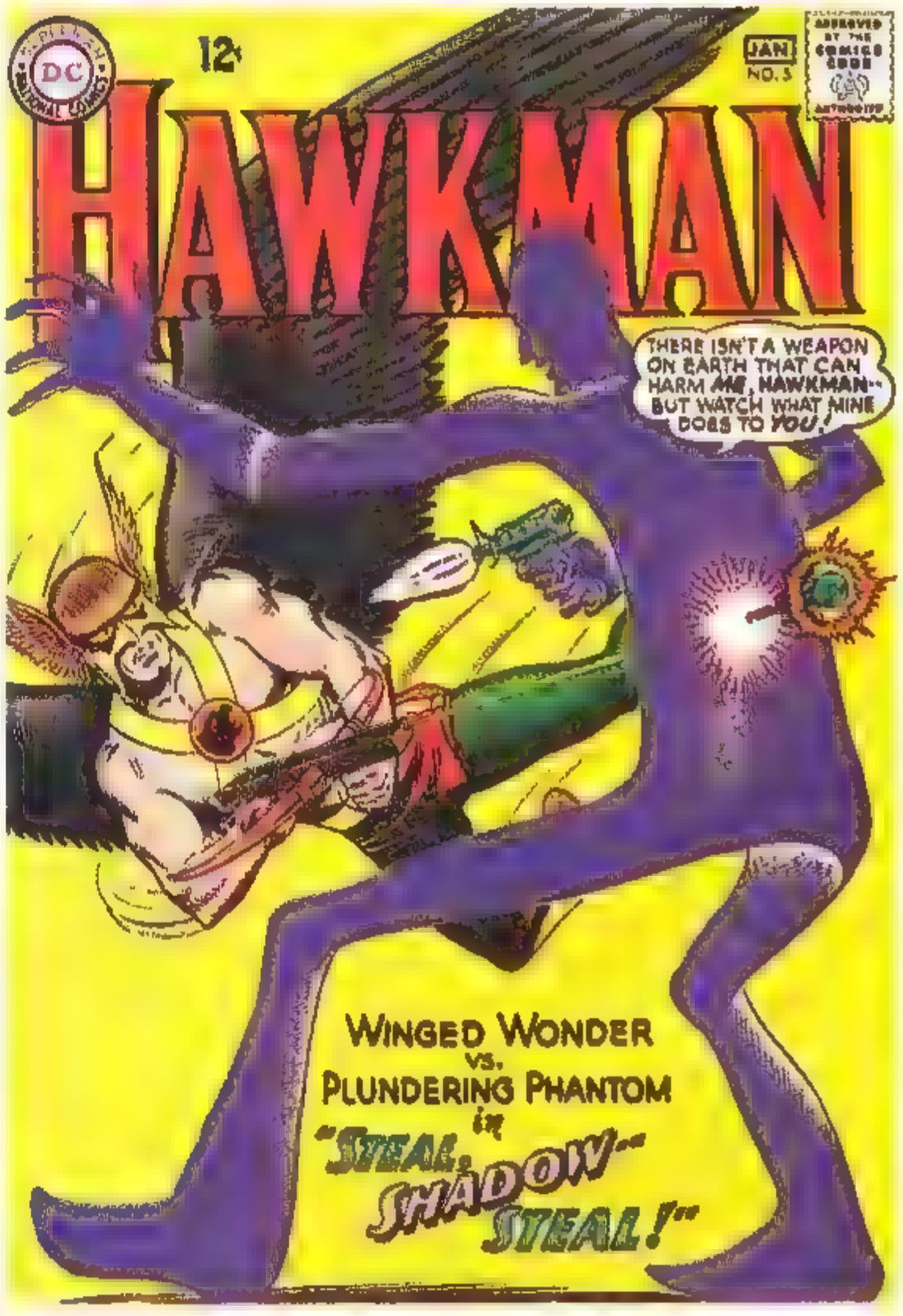
Commissioner Emmett (appears next in issue #9)

Big Red (last seen in the first story in *The Brave and the Bold* #44; appears next in issue #13)

Villains

Shadow-Thief (last seen in the second story in *The Brave and the Bold* #36; learns Hawkman and Hawkgirl's secret identities in this story; appears next in *Justice League of America* #111)

Floyd (first and only appearance to date; Shadow-Thief's former cellmate)



Other Characters

Thar Dan (last seen in the second story in *The Brave and the Bold* #36; name revealed in this story; no further appearances to date)

Lucius Crane (first and only appearance to date; a jewel collector)

A sporting-goods store owner and an owner of a mynah bird (first and only appearance of both to date)

Art gallery guards (first and only appearance to date)

Midway City police officers (appear next in issue #9)

The Beetle Birds of planet Xarapion (first and only appearance to date)

Comment

Following this story, Hawkman (as Carter Hall) and Hawkgirl appear in *The Brave and the Bold* #56, in which Hawkgirl teams up with the Flash and J'onn J'onzz, the Manhunter from Mars. Then Hawkman and the Justice League battle Brain Storm in *Justice League of America* #32.

Synopsis

The Shadow-Thief makes off with the best of jewel collector Lucius Crane's donation to the Midway City Museum, and Hawkman's sudden appearance on the scene allows Sands to deduce his Carter Hall identity. When Katar is decoyed into picking up a booby-trapped pistol and is knocked out, Shayera takes him to their ship to recover.

Sands pays off his former cellmate, who broke him out of prison, revealing that his Dimensiometer had not been destroyed as thought after his first defeat by Hawkman. His new intention is to destroy Earth by beginning the next Ice Age with the Dimensiometer, as he wishes to rule the other-dimensional world of Xarapion, and so, to hasten things, he creates two more of the devices for Hawkman and Hawkgirl. Meeting during Shadow-Thief's theft of artwork, the couple receive these Dimensiometers against their wills, and are turned into shadow-creatures—but on Xarapion, where they are solid and subject to injury, their Earth bodies hang helplessly in mid-air, simply echoing the shadows' actions.

When Sands paralyzes them, and hangs them in the lab of the device's inventor, Thar Dan, their bodies on Earth hang in mid-air helplessly. Katar is able to order birds to move them on Earth, which frees them on Xarapion, and when they free the similarly frozen Thar Dan, he alters their Dimensiometers to allow contact with Sands on Earth.

The Shadow-Thief is captured and placed in paralysis on Xarapion, and the Ice Age is halted.

Hawkman #6
February–March 1965

Cover Credits

Artist: Murphy Anderson
Letterer: Gaspar Saladino

STORY

"World Where Evolution Ran Wild" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Villains

The Tiger-Men of Illoral (first and only appearance to date; evolved state of the Amptors of the extradimensional world of Illoral)

The Wingors (first appearance; devolved state as winged gorillas of the winged humanoid race of Illoral; appear next in issue #16)

The Tantors (first and only appearance to date; evolved rat-men of Illoral)

Three unnamed robbers (first and only appearance to date)

Other Characters

Dwyanna Ral (a scientist of Illoral) and **Ambarr Ral** (her husband; first appearance of both; both appear next in issue #16)

Comments

The stripes on the front of Hawkman and Hawkgirl's boots are colored yellow as of this story.

Following this story, Hawkman and the Justice League face the menace of the Alien-ator in *Justice League of America* #33. Then Hawkman again encounters Chac as he helps the Justice League foil the schemes of Dr. Destiny

DC
HAWKMAN
12¢
APPROVED BY THE COMICS CODE AUTHORITY
MAR
NO. 6
GOT TO BRING MY MACE UP--- BEFORE THAT MASSIVE FIST COMES CRASHING DOWN!
THRILL TO THE MOST AMAZING BATTLES EVER FOUGHT—ON... "THE WORLD WHERE EVOLUTION RAN WILD!"

in *Justice League of America* #34.

Synopsis

While capturing a trio of crooks in an abandoned house, Hawkman and Hawkgirl find a dimensional warp which leaks evolutionary radiation. Entering, they find the other-dimensional world of Illoral, in which the intelligent races have devolved to beast form, and the beasts evolved to humanoids, due to an experiment gone wrong. Their Absorbascon is damaged in combat with Tiger-Men, but they learn that they and the Amptors, winged gorilla-men, both believe Hawkman and Hawkgirl to be members of each other's race, and so attack them.

They get the animal-men to battle each other, while they escape and find the scientist who caused this chaotic situation, an unchanged Wingor woman named Dwyanna Ral. She had sought to restore normal mutation of stagnant lifeforms on her world, but her control device went off accidentally, affecting everyone but her. The mechanism to regain control is outside and she cannot get to it without devolving to gorilla state, so Hawkman and Hawkgirl go instead. They face the Tantors, rat-men with elemental powers, who sense that their evolved state will cease if the aliens should succeed. Hawkman uses the Absorbascon in reverse to contact the Wingors to battle the Tantors, and the diversion allows the mechanism to be activated, and the natural order is restored. The radiation halted, Hawkman and Hawkgirl return to Earth.

Hawkman #7
April–May 1965

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

FIRST STORY

"Amazing Return of the I.Q. Gang" (15 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Villains

I.Q. (last seen in the second story in *Mystery in Space* #87; appears next in *Justice League of America* #61)

The I.Q. Gang (last seen in the second story in *Mystery in Space* #87; no further appearances to date)

I.Q.'s former cellmates (first and only appearance to date)

Other Characters

Two prison guards (first and only appearance to date)

Synopsis

Sunlight reactivates Ira Quimby's genius in prison, and he invents an invisibility-creating pinwheel that allows him to escape. I.Q. thwarts Hawkman's attempts to track him via brainwaves, but birds are able to tell the winged duo when I.Q. and his gang steal golden art objects from the National Gold Mining Corporation exhibit.

The gang is easily captured, but I.Q. escapes to lure Hawkman and Hawkgirl into a death-trap net. Although they extricate themselves, the Winged Wonders find that he has also freed his gang. I.Q. next sabotages Hawkman's power to communicate with birds, but Hawkman has left radiation on one of the gang members, and thus he and Hawkgirl find their hide-out.

I.Q. has prepared a roomful of invisibility pinwheels there, which can also become distortion mechanisms, but Katar and Shayera smash these, and so recapture the I.Q. gang.

SECOND STORY

"Attack of the Crocodile Men" (10 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Villains

The Crocodile-Men (first and only appearance to date; followers of the Egyptian crocodile god Sebek)

Agents of C.A.W. (an acronym for the Criminal Alliance of the World; first appearance; C.A.W. appears next in the first story in issue #10)

Comment

At this point, the Thanagarians have still not invented the Relativity-Beam System later used to transport members to the Justice League's Satellite Sanctuary, hence their ignorance of teleportation in this story.

Synopsis

Radiation appears around Egyptian artifacts in the Midway City Museum, including the statue of the dog of Sebek, and when Shiera investigates, she is transported to the Valley of the Crocodile in Egypt. Hawkman trails her there, and finds that many others have been similarly abducted by priests of the crocodile-god Sebek to work in the tombs. Breaching a disintegration force-field which surrounds the valley by coating himself with radiation found at the point of Shiera's disappearance, Hawkman battles a band of the crocodile-garbed priests.

He finds his wife behind a waterfall, and learns that her kidnappers are really agents of C.A.W., the Criminal Alliance of the World, who are looting the tomb of Ramses with their teleported work-force. They had not known of the dog statue in Midway City, which combined with their locally based dog statue transporters to create a long-range teleportation system, which would give them long-range ability to steal. Hawkman frees Shiera, and bests the priests in battle; the dog statue is smashed in the melée.

Upon their return to Midway City, they find their museum's god statue also smashed, along with their own hopes of discovering the secret of teleportation.

Hawkman #8

June–July 1965

Cover Credits

Artist: **Murphy Anderson**
Letterer: **Ira Schnapp**

FIRST STORY

"Giant in the Golden Mask" (13 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

Villain

The Metallic Giant of Vulcan (first and only appearance to date; a robot)

Other Character

Paul Colby (first and only appearance to date; explorer for Midway City Museum)

Cameo Appearance

Vulcan (in flashback)

Synopsis

Midway City Museum explorer Paul Colby brings the legendary mask of Vulcan back home from Mount Olym-

pus, but it affixes itself to him, and a repulsion/attraction ray-beam emanates from its forehead, battering Carter Hall before Colby is flown off by it. Hawkman and Hawkgirl follow Colby to Mount Olympus, and in the ensuing fight, the mask's robot body is uncovered in the mountains. The two parts are rejoined to form an indestructible juggernaut.

The rescued Colby tells them the legend that Vulcan halted this menace by immobilizing the giant, but that he does not know how this was done. Searching the giant's tomb, they find the mask's case and use it to enclose the mask once more, which stops the giant.

They take the mask back to the museum, where it goes on display for not more than 60 seconds each day, not enough to reanimate the giant's spirit.

SECOND STORY

"Battle of the Bird-Man Bandits" (11 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

Villains

Fal Tal (first appearance; a birdwoman scientist of Kalvar) and **the Karvars** (first appearance; male warriors of Kalvar; all appear next, behind the scenes, in *Showcase* #103)

Comments

The Kalvars were also known as the Herpies of Greek mythology.

Following this story, Hawkman and the Justice League encounter Brain Storm again in *Justice League of America* #36.

Synopsis

When Hawkgirl does not return from their spaceship after spring cleaning, Hawkman's attempt to reach the ship is interrupted by an attack by alien birdmen. When he finally reaches the ship, the aliens' leader, birdwoman Fal Tal, pushes Shayera from it, unconscious and without wings or gravity-belt, and Katar must save her without his own wings, stripped off in the battle.

Safe, Hawkgirl explains what's going on. The Kalvars, a winged race of explorers, came to Earth 500,000 years ago, and crashed after two of their ships collided, one landing on land, the other at sea. The seabound ship lay buried until brought to the surface by a diastrophic heave, awakening Fal Tal from suspended animation with the instinct to return home.

Unable to repair the ship, she sought out aid on Earth, and when she found Hawkgirl and the Thanagarian vessel, realized that she only needed to steal that ship to return to her world. Repairing the Kalvar ship, Hawkman and Hawkgirl chase down their own, easily overtaking and capturing it.

The Kalvars are towed to Thanagar and placed in a special environment to prevent their deaths, while they await trial for theft.

Hawkman #9

August–September 1965

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"Master Trap of the Matter Master" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Supporting Character

Commissioner Emmett (last seen in issue #5)

Villains

Matter Master (last seen in *Justice League of America* #28; appears next in *Justice League of America* #116)

Tobolan (tyrant of Therol City) and **his men** (first and only appearance of all to date)

Inmates of the state penitentiary (first and only appearance to date)

Guest Appearance

The Atom (last seen in *The Atom* #20; learns Hawkman and Hawkgirl's secret identities and reveals his secret identity to them in this story; appears next in *Justice League of America* #38)

Other Characters

Halostan (first and only appearance to date; a scientist of the sub-atomic world of Erewhane)

Midway City police officers (last seen in issue #5; appear next in issue #14)

An unnamed Ivy Town Police Department dispatcher (first and only appearance to date; resembles artist Murphy Anderson)

Comments

Flashbacks in this story incorrectly show Hawkman and Hawkgirl wearing their current-style boots.

Hawkman attends an uneventful Justice League meeting in *Justice League of America* #38 following this story.

Synopsis

Matter Master creates a miniature Mentachem rod to attract his original rod from the Justice League trophy room, and uses it to escape from the state penitentiary. Then, using harnessed solar and lightning energy, he lures Hawkman and Hawkgirl to his cavern hideout, where he encases them in an enlarged diamond which he shrinks in an attempt to kill them. Instead, for reasons unknown, they shrink as well, and land in a sub-atomic world called Brewhane, where cities float above ground due to poison gas on the surface.

HIGH-FLYING THRILLS AND ACTION!
HAWKMAN
SEPT
12¢
LIQUID DIAMOND--ENGULFING US--SOLIDIFYING AROUND OUR BODIES!
A LOT O' GOOD THAT'S GONNA DO YOU, HAWKMAN! YOU'LL NEVER ESCAPE MY DIAMOND TRAP!
EXTRA! SPECIAL GUEST APPEARANCE BY THE ATOM!
THE WINGED WONDERS IN THE FIGHT-OF-A-LIFETIME AGAINST A VILLAIN WHO MOBILIZES RAW ELEMENTS OF NATURE!
"MASTER TRAP of the MATTER MASTER!"

The Official Hawkman Index

A tyrant from Therol City named Tobolon has captured an energy-casting motor, which is to be used to create floating vegetation, and is holding his world at bay since all knowledge of weapons has been brainwashed from the minds of all residents. Hawkman overcomes the menace by siphoning some of the poison gas to that city; then, with the aid of Brewhane scientist Halostan, he and Shayera re-enter the diamond, in hopes that the Matter Master wouldn't waste the valuable gem by leaving it shrunken. He does not, and thus is captured when Hawkman and Hawkgirl are returned to Earth.

Having deduced that they were able to shrink because the Mentachem rod had come in contact with the dwarf-star material of the Atom's uniform during Matter Master's battle with the Justice League, they contact the Atom and aid him in creating an enlarging lens from his dwarf-star matter, which he had been unable to do alone. In doing this, the Atom exchanges knowledge of secret identities with Hawkman and Hawkgirl.

Hawkman #10

October–November 1965

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

FIRST STORY

"Hawkman Clips the Claws of C.A.W." (13 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Villains

Agents of C.A.W. (C.A.W. last seen in the second story in issue #7; C.A.W. appears next in issue #14)

Other Characters

Two unnamed C.I.A. agents (first and only appearance to date)

Comments

Hawkgirl appears throughout this story disguised as "Blondie," a C.I.A. agent.

Hawkman returns from an untold case of the Justice League at the beginning of this story.

Synopsis

C.A.W. agents have been stealing secrets originally stolen by enemy agents, so the C.I.A. sets up a decoy to lure them out. Hawkman observes the destruction of a camera containing the evidence, and, sorting out the CAW agents from the C.I.A., aids the latter in capturing the former. The C.I.A. had used a trained jackdaw to steal back the stolen camera, and Katar uses it to take him to their cavern hideout, with the help of a female agent. Searching records in the cave, they find the secret information is to leave the country in two minutes, hidden in a shipment of paintings. Hawkman and the agent head it off in time, and he finds the information on a color-blindness test painting. They substitute a fake message to capture the recipients on the other end of the line.

Then Hawkman reveals to the agent that he has known all along that she is actually Hawkgirl in disguise. The C.I.A. had asked for her help, and she had tried to fool her husband for fun.

SECOND STORY

"The Magic Mirror Mystery" (11 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Supporting Character

Commissioner Emmett (appears next in issue #13)

Villains

Robert Sorel (nephew of the late Ephriam Sorel) and his henchmen (first and only appearance of all to date)

Other Characters

"Scoops" Handley (first and only appearance to date; a reporter for the *Midway City Courier*)

HIGH-FLYING THRILLS AND ACTION!
DC
HAWKMAN
APPROVED BY THE COMICS CODE AUTHORITY
NOV
MORE DANGEROUS THAN THE "COLD WAR" --
MORE DEADLY THAN THE "HOT WAR" --
IS THE SECRET WAR NOW BEING WAGED
AGAINST EARTH BY CAW --
THE CRIMINAL ALLIANCE OF THE WORLD!
YOU ZIPPED PAST MY LASER-BEAM, HAWKMAN -- SMACK INTO THE CROSS FIRE OF A SEVEN-WAY STUN-GUN!
WAY-OUT WEAPONS! EXPLOSIVE EXCITEMENT!
"HAWKMAN CLIPS as... THE CLAWS of CAW!"

Harry Windsor (first and only appearance to date; a jewel expert)

An unnamed district attorney (first and only appearance to date)

Cameo Appearance

Cagliostro

Comment

Following this story, Hawkman aids the Justice League in *Justice League of America* #40. Then Hawkman and Hawkgirl uncover the Key's plot to destroy the JLA in *Justice League of America* #41.

Synopsis

Hawkman aids Commissioner Emmett in unsealing a room containing the estate treasures of his old friend Ephriam Sorel, witnessed by Sorel's nephew Robert, heir to the treasure, "Scoops" Hadley, reporter for the *Midway City Courier*, and jewel expert Harry Windsor, who has offered one million dollars for the emeralds in the room. Though sealed and untampered with, the chest that held the emeralds is found empty. Hawkman then announces that the case will be easily solved, as one of the room's other treasures is the Magic Mirror of Cagliostro, which, he says, will reveal all it has seen later that night.

He and Hawkgirl then lie in wait for those who would try to smash the mirror, and prevent a quartet of thugs from doing so. However, these are unable to identify their employer, so Katar, Shayera, and Emmett film a false "flashback" for the bogus mirror. At the moment of truth, Sorel smashes the mirror, and is arrested.

At the trial, Hawkman surmises the solution to the mystery. Sorel had stolen and replaced the emeralds with chemical fakes before the sealing, and the bogus emeralds were destroyed with a planted incendiary capsule. This would allow Sorel to collect the insurance when the loss was discovered. He confesses, but maintains that the three-year statute of limitations has expired. However, the D.A. explains that the three years begin when the theft is discovered, not when it actually occurs.

Hawkman #11

December 1965–January 1966

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Shrike Strikes at Night" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Villains

Boros Bron (despot and usurper of planet Moronon) and **his soldiers** (first and only appearance of all to date)

Other Characters

The Shrike (Toron Tos of planet Moronon; first and only appearance to date)

The Comoc Indians of the Yucatan (first and only appearance to date)

Synopsis

In the name of the Comoc Indians of Yucatan, a striking winged man called the Shrike robs a Monte Carlo casino and the Bank of England as the legendary demon-bird of Kukulcan. Hawkman and Hawkgirl stop his theft of sacred golden urns from the Midway City Museum, despite the Shrike's ability to shoot electrical charges from his wingtips.

The Shrike reveals to them that the Comocs had found him as a baby, trained him when they recognized him as their avenger of legend, and sent him out to recover the tribe's looted treasures. He grew at ten times the normal rate; now he is shocked to find that he is no longer the only winged being on Earth as his people claimed, and he questions his entire heritage. The shock deprives him of all his powers, and he offers restitution if Hawkman and Hawkgirl can help him find his true origins.

A medallion around his neck offers them a clue to his extraterrestrial background, so they voyage to the star Mizar in their ship, traveling through a time warp which separates the three, until Katar and Shayera realize that they have been sent to different parts of the future. The Shrike remains trapped in a future era, however, and when the planet Moronon's evil Boros Bron and his warriors attack and capture them, Hawkman and Hawkgirl are unable to prove that the Shrike is on board, and they are sentenced to die in the Valley of a Thousand Perils.

Hawkman and Hawkgirl fight off the effects of their capture, then face dinosaur-beasts, before finding a time-

ball which had caused the time warp in their ship. They escape the valley by imagining themselves in the far future, then return to the present after gaining entrance to their guarded ship, to find the Shrike and bring him along, using the time-warp invisibility to overcome guards. However, once he recovers his powers the Shrike finds himself as immune to the time effect as the planet's natives, and a battle ensues in which Bron is captured and the Shrike is revealed to be Toros Tos, son of the former monarch of Moronon. He had rocketed to Earth from his parents' ship during a sight-seeing tour, and now, with their deaths, he is the planet's ruler.

Later, Hawkman reflects on the similarities between the Shrike's origin and Superman's.

Hawkman #12
February–March 1966

Cover Credits

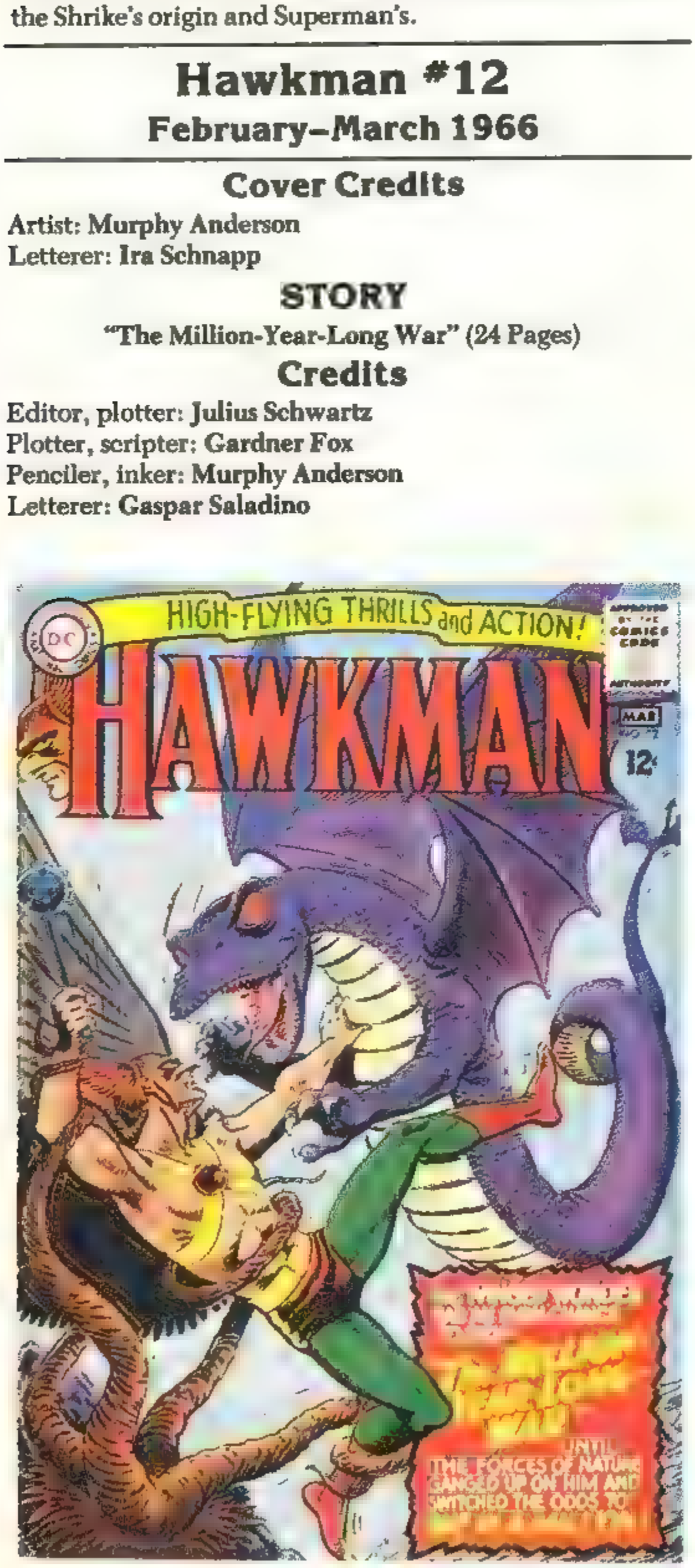
Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Million-Year-Long War" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino



Supporting Character

Andar Pul (last seen in the first story in issue #1; appears next in *Showcase* #103)

Villains

Avron Kull and Brac Dhu (first and only appearance to date; ancient warlords of planet Marrokon)

A band of thieves (first and only appearance to date)

Other Characters

Tofar Dann and Javat Pom (first and only appearance to date; Thanagarian archaeologists)

Inhabitants of Thanagar (last seen in *The Brave and the Bold* #42; appear next in issue #18)

An unnamed Midway City tour guide (first and only appearance to date)

Andrew Benson (first and only mention to date; a millionaire; makes no physical appearance)

Comment

Following this story, Hawkman and Hawkgirl appear next in *Justice League of America* #43, in which the JLA battles the Royal Flush Gang.

Synopsis

Two ancient warlords of the planet Marrokon are accidentally awakened by Thanagarian archaeologists, and use Thanagar as the battleground for their renewed fighting. Hawkman and Hawkgirl, checking to see why they couldn't contact their planet, return to it, pick up the archaeologists on Marrokon, and learn their story. Upon arrival, they discover their planet is under the warlords' psycho-magnetic control, and so are their passengers, but for some reason Hawkman and Hawkgirl are not.

Though invulnerable to the mind-control, they find it impossible to overcome the immortal warlords, until they deduce that Earth's solar radiation gives them their immunity, and so they find their Earth weapons to be effective. However, both warlords threaten to kill every Thanagarian under their control unless Katar and Shayera become their champions.

Their Earth weapons are now ineffective, so Hawkman and Hawkgirl must separately expose the warlords to radiated dust from Marrokon, which had been the cause of their hibernation, and seal them in airtight tombs.

Thanagar honors Katar and Shayera as heroes before they return to Earth.

Hawkman #13
April–May 1966

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"Quest of the Immortal Queen" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Supporting Characters

Commissioner Emmett (last seen in the second story in

issue #10; spoken to on phone only; appears next in #15)

Big Red (last seen in issue #5; appears next in the second story in issue #17)

Villains

Alvit, Queen of Alfheim (legendary Valkyr of Viking legend) and her **Frost Giant robots** (first and only appearance of all to date)

Other Characters

An unnamed Hawk forest ranger (first and only appearance to date)

Survivors of an interplanetary nuclear war (first and only appearance to date; ancestors of Alvit from Earth's future)

Alvit's unnamed husbands (first and only appearance to date; seven champions from various eras of Earth's history, including a Viking, a Greek warrior, a gladiator, a knight, a Nazi soldier, a boxer, and a space ranger)

Comment

Hawkman comes to the aid of the Justice League in *Justice League of America* #44 following this story.

Synopsis

Midway City is attacked by robot Viking Frost Giants commanded by Alvit Queen of Alfheim, a legendary Valkyrie astride a winged horse, who directs birds to attack Hawkgirl, while Hawkman deals with the giants. This is Alvit's test to see if he is worthy of being her new mate. Using a golden bugle, she spirits him through the Bifrost mists to Alfheim, a land inside the Earth. Fleeing there from the surface following a devastating nuclear war in the far future, the inhabitants have discovered immortality.

Alvit had collected many champions from Earth's past previously, relegating each to suspended animation when she tired of him. Mentally compelled to try to win her, Hawkman is forced to test his worth, by fighting a mystically powered Viking ship sailing in a floating river. After this she tries to give him the kiss of immortality, but Katar fights her off by thinking of Shayera, who suddenly appears, having followed them. She frees her husband and they head for safety; Alvit awakens her former husbands and sends them in pursuit on winged horses. Hawkman and Hawkgirl fend them off with pre-nuclear weaponry until they find the exit to the past with their Absorbascon; they then seal off the past forever from Alvit's time-forays.

Hawkgirl doesn't tell her husband that she turned off Alvit's mind-control before she appeared when Katar explains that he overcame it due to his love for her.

Hawkman #14

June–July 1966

Cover Credits

Artist: **Murphy Anderson**
Letterer: **Ira Schnapp**

STORY

"The Treasure of the Talking Head" (24 Pages)

Credits

Editor, plotter: **Julius Schwartz**
Plotter, scripter: **Gardner Fox**
Penciler, inker: **Murphy Anderson**
Letterer: **Gaspar Saladino**

Villains

The three unnamed leaders of C.A.W. (first and only appearance to date) and **their agents** (C.A.W. last seen in the first story in issue #10; no further appearances to date)

Other Characters

The Nine Unknowns (a secret society of brilliant scientists) and **one of their agents** (first and only appearance of all to date)

A Cambodian priest, an antique shop owner, and a French police officer (first and only appearance of all to date)

Midway City police officers (last seen in issue #9; appear next in *The Atom and Hawkman* #41)

Comment

Hawkman and the Justice League battle the Shaggy Man in *Justice League of America* #45 following this story.

Synopsis

In India, 273 B.C., nine brilliant scientists created a secret society, the Nine Unknowns, and invented a computer in the form of a bronze talking head powered by a solar lamp. It was stolen and never recovered, although legend had it that the head was destroyed during the reign of Pope Sylvester II (A.D. 999–1003).

In the present, CAW agents attempt to lure Hawkman and Hawkgirl to their deaths, but are stymied by the intrusion of an agent for today's Nine Unknowns. He comes

The Official Hawkman Index

DC
HAWKMAN
JULY
NO. 14
12¢
LET THE BATTLE BEGIN! THE PRIZE OF VICTORY IS--ME!
ANCIENT WEAPONS VS. FUTURISTIC WEAPONS IN A DUEL FOR WORLD MASTERY!
"The TREASURE of the TALKING HEAD!"

STORY

"Scourge of the Human Race" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Supporting Character

Commissioner Emmett (last seen in issue #13; appears next in the second story in issue #17)

Villains

Makkar the Ancient (first and only appearance to date; sole surviving member of the Terravitan race)

The Terravitans (first and only appearance to date; warriors of Mu; not to be confused with the people of Mu who appear in *Justice League of America* #88; appear in flashback only)

Other Characters

Corporal Phil (last name not revealed) and **his unnamed girlfriend** (first and only appearance of both to date)

Comment

Hawkman, the Justice League, and the Justice Society

to Midway City to gain the aid of the Winged Wonders, and helps prevent CAW's agents from finding the head. The head's possessor would gain knowledge of the Unknowns' lost treasures and inventions, and it could also give them world control, so Hawkman uses the Absorbascon to locate the head and its lamp.

Katar goes to Paris to retrieve the head from an antique shop, while Shayera travels to Bangkok for the lamp. Both find that their quarry is out of reach; the head was stolen while CAW was attacking Midway City Museum, while the lamp is worshipped in a temple and is protected by lamas. Hawkman overcomes the CAW agents and acquires the head, while Hawkgirl fulfills the prophecy to gain the lamp.

They drain off radiation from the relics which could be tracked, and the head reveals the long-lost locations of the treasures and inventions. They are unaware that they've also drained off CAW-exposed radiation from their bodies which was to be triggered by electronic signal to kill them, in order to steal their Absorbascon. When the signal has no effect, CAW vows further acts of vengeance.

DC
HAWKMAN
SEPT
12¢
HURRY, HURRY, HURRY, HAWKMAN!
IF THE MONSTER'S HAND IS QUICKER THAN YOUR ICE, EARTH WILL BE BLASTED BY...
"The SCOURGE of the HUMAN RACE!"

Hawkman #15

August–September 1966

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

battle Solomon Grundy, Blockbuster, and Anti-Matter Man in *Justice League of America* #46 and 47 following this story.

Synopsis

Hawkman rescues an army corporal and his girlfriend from Makkar the Ancient, sole surviving winged amphibian of the Terravitans. They were Earth's original species, and had killed off all the human inhabitants of the ancient land of Mu, at the price of all their lives except Makkar's, who lay in suspended animation until fifty years ago.

With revenge foremost in his mind, Makkar intends to steal the Refractionic Tube from a Midway City research lab, but he is prevented by Hawkman and Hawkgirl, who triumph over his primeval power bolts and other self-generated powers. Placed in suspended animation in the lab, he devolves into a form not affected by the inertia rays, and escapes. Then he activates a machine which he had juryrigged from several Atlantean devices; this would return the Earth to its primordial state, when his species flourished.

Even as the Earth erupts in chaotic degeneration, Makkar battles Hawkman and Hawkgirl, while devolving to forms unaffected by their weapons. His defense backfires when they level a battering attack on his brain, and he devolves to an immobile primordial cell tissue form.

With the threat ended, they place these remains in a hothouse environment.

Hawkman #16

October–November 1966

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"Lord of the Flying Gorillas" (24 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler, inker: Murphy Anderson
Letterer: Gaspar Saladino

Villains

Ruthvol (first and only appearance to date; the high priest of the lost city of Quaranda)

Six Wingors of Illoral (last seen in issue #6; no further appearances to date)

The Moth-Men of Illoral (first and only appearance to date)

Other Characters

Dwyanna Ral and **Ambarr Ral** (both last seen in issue #6; no further appearances to date)

Thais Tal (first and only appearance to date; queen of the lost city of Quaranda)

The unnamed leader of the people of Illoral (first and only appearance to date)

Comment

Hawkman and the Justice League attend the mock funeral of Aquaman in *Aquaman* #30 following this story.

Synopsis

Hawkman and Hawkgirl encounter six Wingors from Illoral over Australia, brought through a dimensional warp by the machinations of Ruthvol, high priest of a lost Earth city called Quaranda. He means to sacrifice them to his god Involos in order to usurp the rule of his queen, Thais Tal. Tal manages to prevent this, but cannot prevent Katar from disappearing, and he winds up on Illoral in time to save his friends Dwyanna Ral and Ambarr from the Moth-Men, slavers of their race from an ancient time, thought extinct until their reappearance.

Hawkman deduces that the same warp through which he and the Wingors had passed was responsible, triggered by solar energy reflected by Earth's moon. Through this opening, Quarandans have sacrificed offerings to their invisible "god." He bests the Moth-Men by upsetting their flying senses with huge flames, then re-enters the dimensional warp armed with the Mutagens Control machine, to devolve the Wingors on Earth. As he arrives, Hawkgirl and Thais Tal are about to be sacrificed through the warp, so he must save them before activating the machine. He does so by maneuvering a gorilla to do it for him.

The winged apes turn humanoid just as Hawkgirl wakes to attack Ruthvol, who goes through the warp in her stead, followed by the Wingors.

Thais Tal then destroys all instructions for summoning the "god," and as Hawkman and Hawkgirl leave Quaranda, they see it disappear like a desert mirage.

An Explanation of the DC Comics Index

This is the fifth in an ongoing series of comprehensive indexes to all of the DC Comics to appear since the company began publishing in 1935. In this series, we intend to examine every issue of every DC comic book and to provide you with a color reproduction of the comic's cover, a complete listing of the creative people involved in producing the comic, a complete listing of all of the characters who appear in each story, a summary of what happened in each adventure, and various other information.

It is our goal that every DC comic title will get a series of *The DC Comics Index* devoted solely to it. Heroes who have headlined in more than one title—notably, Superman and Batman—will have a separate series of the *Index* devoted to each title. In the case of some (but not all) features which have migrated from one title to another—such as *Legion of Super-Heroes*, which appeared in *Adventure Comics*, *Action Comics*, and *Superboy* before being awarded a comic bearing the name of the feature—we will bring together all appearances of the feature in one index series. Maxi-Series, Mini-Series, and features with short life spans will be indexed in related groups.

All comics indexed in a series will run in serial order, beginning with the first issue or the earliest issue that features the series being indexed. For instance, *The Official Superman Index* will begin with *Superman* #1, while *The Official Teen Titans Index* will begin with *The Brave and the Bold* #54, the first comic to feature the group of heroes who would become the Teen Titans. Non-DC Universe stories that appear in DC Comics are not fully indexed or synopsized. Each of the index entries is as self-explanatory as possible. Some of the criteria we used to create an index entry are provided below.

Cover Credits

It usually takes many people to produce a comic book cover, from conception and design through coloring and production, and it is impossible to credit them all. The Artist, responsible for the basic execution of the cover, does the lion's share of the work. If more than one artist works on a cover, some usually pencil and the others usually ink. The artist sometimes works from someone else's layout or design, and sometimes someone else touches up or redraws parts of the picture. Design work, layouts, touch-ups, and other ancillary work are not usually credited in the Cover Credits.

The Letterer hand-letters any captions or word balloons on the cover other than the logo. It is impossible to guess the letterer when the lettering is mechanically typeset or laid down from transfers, so such lettering is called "typographical."

Records of artists and letterers are sometimes unavailable, particularly for covers that appeared many years ago, so the identities of some cover artists and letterers are the best guesses that the indexers and DC's current editors and art staff can make. Credits other than Artist or Artists and Letterer appear where known.

Story Information

Story titles are given as they appear on the title page, not as on the covers or in coming attractions. When a story lacks a title or title page (a rare occurrence), a note to this effect appears as a Comment.

Story credits are taken from the credits as published. As with cover credits, it is impossible to credit everybody who worked on a story, but whenever additional information is available, it appears in the *Index*. If the published credits in a story are incorrect, the *Index* corrects them wherever possible.

Characters

All major characters, and most minor ones, are classified into seven categories, although all seven may not be needed to fully index a story. Bystanders, random police officers, random gangsters, background characters, and so forth, are not usually listed unless they appear elsewhere in more prominent roles.

The seven character categories are: Feature Characters, characters to whom the title of the feature refers; Guest Stars, characters from other comics who have a major role in the story; Supporting Characters, characters who appear frequently in stories with the feature character(s); Villains, the antagonists of the feature character(s); Guest Appearances, characters from other comics who have a minor role in the story; Other Characters, characters who do not fall into any of the five previous categories; and Cameo Appearances, characters who do not actually appear in a story but whose images are seen, for example, in photographs, flashbacks, or reminiscences.

The Feature Character is listed only when not obvious from the title of the comic. For example, Superman is always the only feature character in his own comic, but the lineup of the Justice League of America changes occasionally, which requires a Feature Character listing for each indexed issue of *Justice League of America*. Guest Stars are usually major characters who have their own comics, but any character can be a Guest Star. The only qualifications are that the character not usually appear in the comic and that he or she take a major role in the story that is not antagonistic to the feature character(s). A Guest Appearance may be very brief; even a one-panel appearance or an off-panel appearance (for example, in a telephone conversation) counts, as long as the character is physically present.

"Behind the scenes" describes characters who don't appear in a story but whose influence is felt, as, for example, when a Villain works through agents.

There are two different kinds of flashbacks: (1) flashbacks to stories previously told (all of the characters appearing in the flashback are listed under Cameo Appearances unless they make physical appearances elsewhere in the story) and (2) flashbacks to events previously untold (appearances of all the characters in the flashback are treated as physical appearances; many origins are told in such flashbacks, for example). Parenthetical notes to characters' names in the listings explain these special appearances.

Chronology

A time line for all of DC's comics that allows proper chronological ordering of the appearances of every DC character is far from complete. Nevertheless, some appearances are known to precede or follow others. Whenever chronological information is known reliably but is not obvious from the continuity of the stories, it is noted in parentheses. "First appearance" accompanies a character's listing when the comic is the earliest one in which the character appears. A first appearance is not necessarily a character's chronologically earliest appearance, which might occur, for example, in an origin flashback first told many years later. As a general rule, in the case of feature characters who are members of a team but who also appear in their own features or comics, issue-by-issue chronological notations for these characters are made in the indexes to their own features, not in the index to the team feature. For instance, Superman's chronology is noted in *The Official Superman Index*, not in *The Official Justice League of America Index*.

A casual reading of a few Plot Synopses will make it abundantly clear that a whole month does not usually pass for the characters in between monthly issues of a comic. Many issues begin hours or even minutes after the previous month's story. Consequently, a character who has had his own feature for ten years will not have aged ten years in the time it took for those comics to come out. As for trying to determine in what year a given adventure takes place, there's no conclusive answer. Specific dates that appear in stories, as well as mention of current events and popular culture, depictions of contemporary fashions, and usage of contemporary slang, are all what is known a Topical References. These are specific details added by a writer or artist to a story to make it seem current at the time the story is being published. They are not necessarily indicators of when—what year or even what decade—a story took place.

A Personal Note

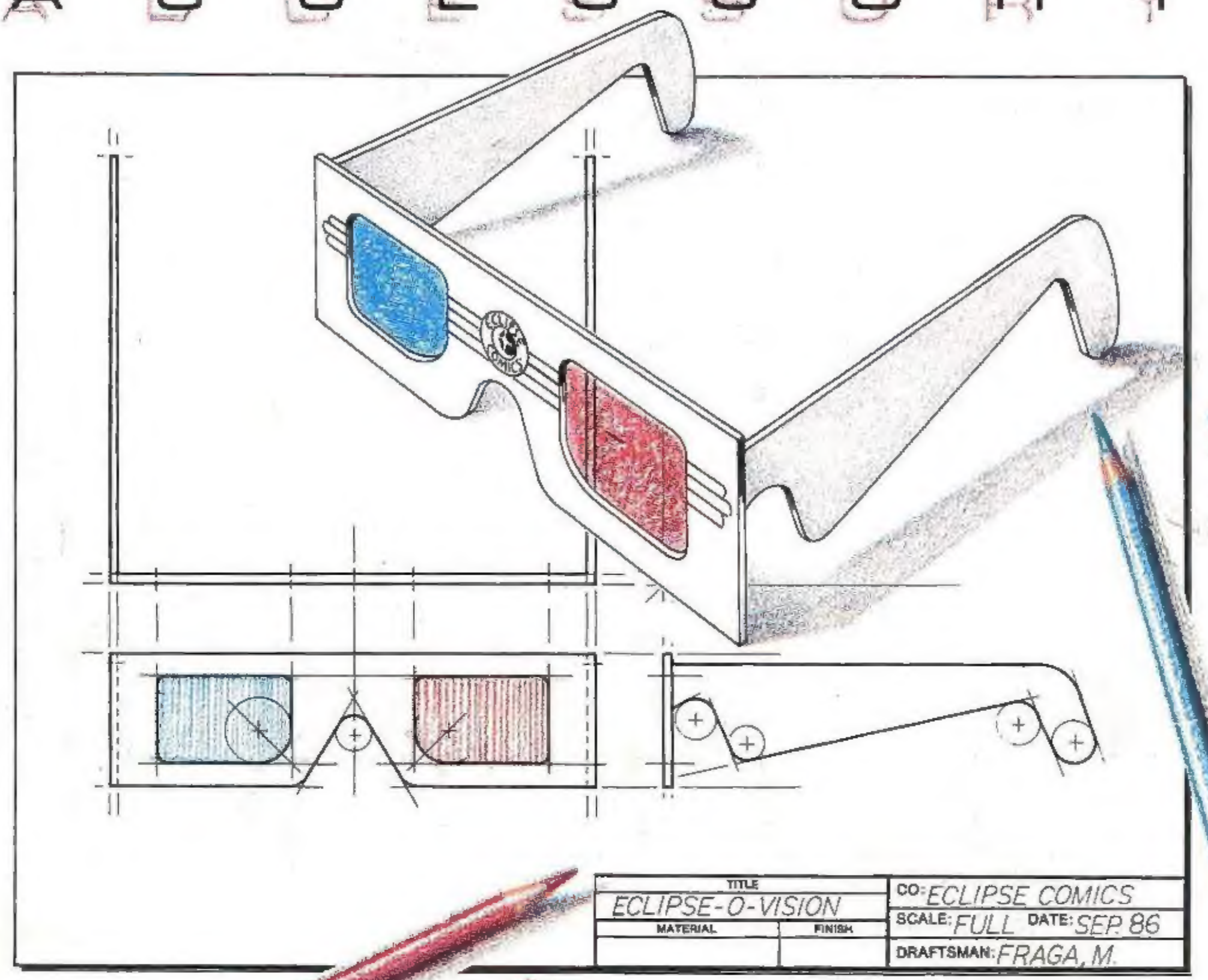
As should be obvious to anyone owning both this work and *The Official Marvel Comics Index*, the format and design of this book (not to mention the wording of this introduction) owe a great debt to my good friend, George Olshevsky, author of the Marvel Index series, with whose permission I have appropriated both his layout and his succinct prose.

Anyone wishing to contact me with comments, criticism, and/or additional data for inclusion in possible future updates may do so at the address below. My thanks to all those who have already written to me. It is unfortunately impossible for me to reply to each of you personally, but rest assured that your comments are read and carefully considered.

Murray R. Ward
P. O. Box 3693, Station B,
Winnipeg, Manitoba R2W 3R6 Canada

D E S I G N E R

A C C E S S O R Y



N E W

D I M E N S I O N S

From Eclipse

C O M I C S